

Computer

GAMER

1985 GAME
OF THE YEAR
AWARDS

MELBOURNE
MAGIC:
LORD OF THE
RINGS &
GYROSCOPE

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Stardate February 1986

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The ACS Elite Shipbuilder



Eecaan's Transmission

Greetings Earthlings.

Welcome to a special transmission of Gamer in which we announce the winners of the 1985 Game of the Year Awards.

The response to the awards has been incredible with the first votes arriving in the Gamer office the day the magazine appeared in the streets!

All the votes have now been counted and we have the full results inside.

We also present the Assault Expansion Kit which extends last month's free poster game by adding two new alien races a terrifying fungus and the ultimate killing machine the Cybertron.

Lord of the Rings and Gyroscope are two marvellous programs from Melbourne House and we feature them both including a first look at the Amstrad, C64 and BBC versions of Gyroscope.

Graeme Devine passes on his tips on his own game Xcel and on the excellent Ballblazer (which he is converting for the Spectrum) in a bumper hints section.

Plus we have the latest games news, screenshot reviews of the latest games, fantastic competitions, the latest from the arcades in Coin-op Connection and The Trolls Tavern incorporating another "Heroic Warrior" paper and pencil adventure.

Have a happy gaming new year.

Transmission ends.

How to become Elite

Spectrum owners can get a head start in Firebird's Elite by getting the Elite Ship Builder from ACS.

The program allows you to either improve an existing Elite character or build one from scratch. So now you can give yourself a fighting chance of surviving in the galaxy by adding a few military lasers or missiles or go totally over-

board and arm yourself to the limits.

You can then save your character to tape to load into a game of Elite.

The Elite Ship Builder is available from ACS and costs £1.95.

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Right Military Laser
Docking Device
    
```

Knight Tyme

The sequel to Mastertronic's excellent Spellbound is to be called Knight Tyme and will be released soon as part of the MAD games range.

This time our hapless hero, the Magic Knight, is stuck onboard the USS Pisces in the 25th Century. Your job is to get him safely back to his own time.

Knight Tyme will use an expanded version of the "windimation" system of window menu commands used in Spellbound but will add more options (such as steer ship) and twice as many characters into the game.

Knight Tyme, like the rest of the MAD range, will only cost £2.95 and will initially be available for the Spectrum.

Mastertronic have also released "Master of Magic" for the C64 which is reviewed in this transmission of Gamer and plans to convert the entire MAD range into Spectrum, C64 and Amstrad formats. The first conversion planned is an Amstrad version of Spellbound.



Knight Tyme — Spellbound's sequel



NEWS NEWS 5

Elektraglides Plus

English Software, after the success of Elektraglides are launching two new games, Mediator for the Atari range, and an extended Elektraglides for the Commodore 64.

Mediator is a new arcade game with a mixture of mediaeval and science-fiction themes. So you will find hyno beams, time crystals, tractor beams, and robots mixed with the tree of knowledge, dream monsters, skeletal horses, and green slime creatures.

3D effects, great graphical backgrounds, and English Software's usual excellent sounds and music will make this a game to look out for. £8.95 tape and £12.95 disk.

Elektraglides on the Commodore 64 is set to be even better than the Atari version. The extra memory of the Commodore along with the increased sound and graphics capability is used to the full with improved tunnel graphics, longer and better music sequences and more roadside detail. The ultimate in computer driving experiences should be out when this issue hits the shelves.

As Unaccustomed to as I am...

BBC owners can now include speech into their own programs with no extra hardware using a new package from Superior Software called 'Speech!'.

Speech! is a 7.5K program that can be relocated in memory or into sideways RAM/ROM. The program is OSCLI driven with numerous star commands with full text to speech conversion or phoneme drivers.

There are also programs to speak out text (ie Wordwise or View) files and create your own words for the inbuilt dictionary.

Speech! is available for the BBC micro on tape or disk at £8.95 or £11.95.

Elite — Game of the Year

Firebird's Elite has won the top award in the 1985 Game of Year Awards. It fought off strong challenges from Melbourne House's Way of the Exploding Fist and US Gold's Winter Games.

Elite was originally written for the BBC and Electron by Acornsoft but it was Firebird's Spectrum and C64 versions that pulled in the votes.

Elite is now available for the BBC, Spectrum, Amstrad, C64, Electron, MSX and Einstein computers.

For the full report and the results of the other awards turn now to page 14.



Max Headroom

The game based on the film of the birth of the first computer generated TV presenter will soon appear on a computer screen near you.

The game is from Quicksilver and plots the history and creation of the one and only Max Headroom and will be available in Spectrum and C64 formats.

Amstrad Gremlins

Gremlin Graphics have announced conversions of three of their best games that will have Amstrad owners rading their piggy banks.

The Amstrad version of Bounder will be available shortly with conversions of Thing on a Spring and Gumphrey Supersleuth soon after that in February.

Gremlin also plan to continue their range of C16 games with Kung-Fu Kid and Reach for the Sky.

Deus ex Machina

Dues ex Machina was surely one of the strangest Spectrum programs of 1984 and is now available for the C64.



C NEWS NEWS

It is described as a computer entertainment in which you star along with Ian Dury, Frankie Howard and Jon Pertwee.

The package consists of a computer and audio cassette which you listen to as you play the games. Deus ex Machina was originally written by Automata but is distributed for the C64 by Electric Dreams.

Electric Dreams are currently working on the computer version of Back to the Future which will be distributed by Activision.

Theatre Europe

PSS have released the Amstrad version of the controversial wargame Theatre Europe.

The game that simulates a third world war complete with nuclear and chemical warfare attracted a lot of hostile publicity when it was released for the C64 in June.

PSS's next wargame for the C64 will be Sink the Bismark and is described as a strategic, tactical and arcade level game.



DEVS EX MACHINA

Electric Dreams

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IAN DURY

JON PERTWEE
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COMMODORE
64



Bugbyte bites back

The new style Bugbyte relaunched as a budget label by Argus Press Software has released its first titles Mr Mephisto for the C64 and Spectrum Flyer Fox.

Mr Mephisto was originally released in 1983 by Eurobyte but failed to get the recognition for the game it was. It features your attempts to battle your way up the stairway to heaven past demons and ghouls that appear to block your path.

Flyer Fox is a conversion of the original Tynmac game for the C64 and features fast dogfight action and speech as you provide a fighter escort for an airline.

Other BugByte £2.95 games soon to be released include a C16 and Electron version of the intriguing adventurer Twin Kingdom Valley, a Spectrum, BBC and Electron game featuring 81 screens called Roboto and Skyhawk, a C16 Defender game.



READERS C-L-U-B

The Computer Gamer Readers Club is a **FREE** club open to all readers of Computer Gamer. All you have to do is to fill out the form on this page and send it to:

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AGE

TYPE OF COMPUTER OWNED

ACCESS TO DISCS

YOUR MAIN GAMES INTEREST: ARCADE/ACTION

ADVENTURE

STRATEGY

SIMULATIONS

OTHER (SPECIFY)

WHAT COMPUTER MAGAZINES DO YOU BUY?

WHAT OTHER MAGAZINES DO YOU BUY?

WHAT TYPE OF FILMS DO YOU WATCH?

WHAT TYPE OF BOOKS DO YOU READ?

8



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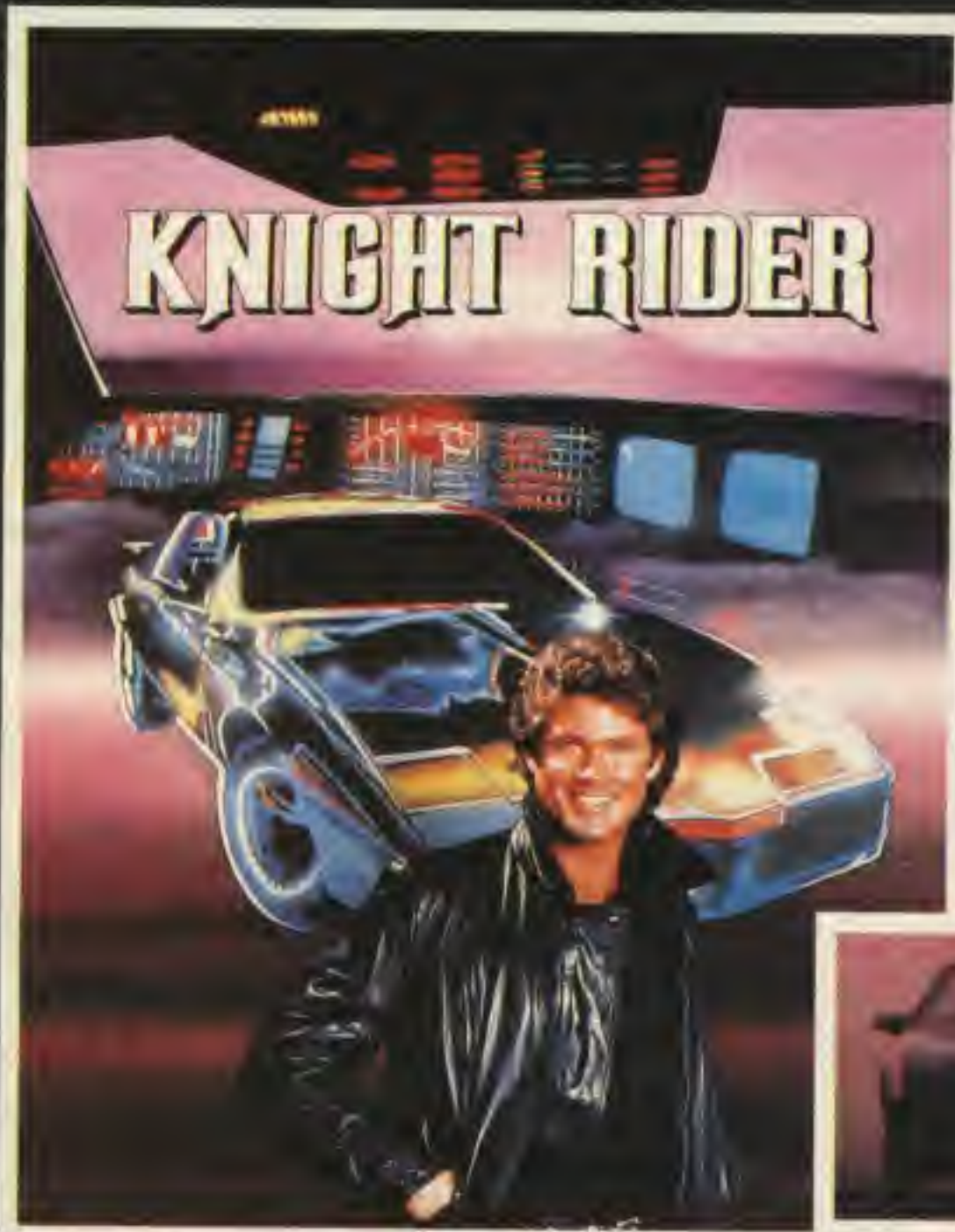
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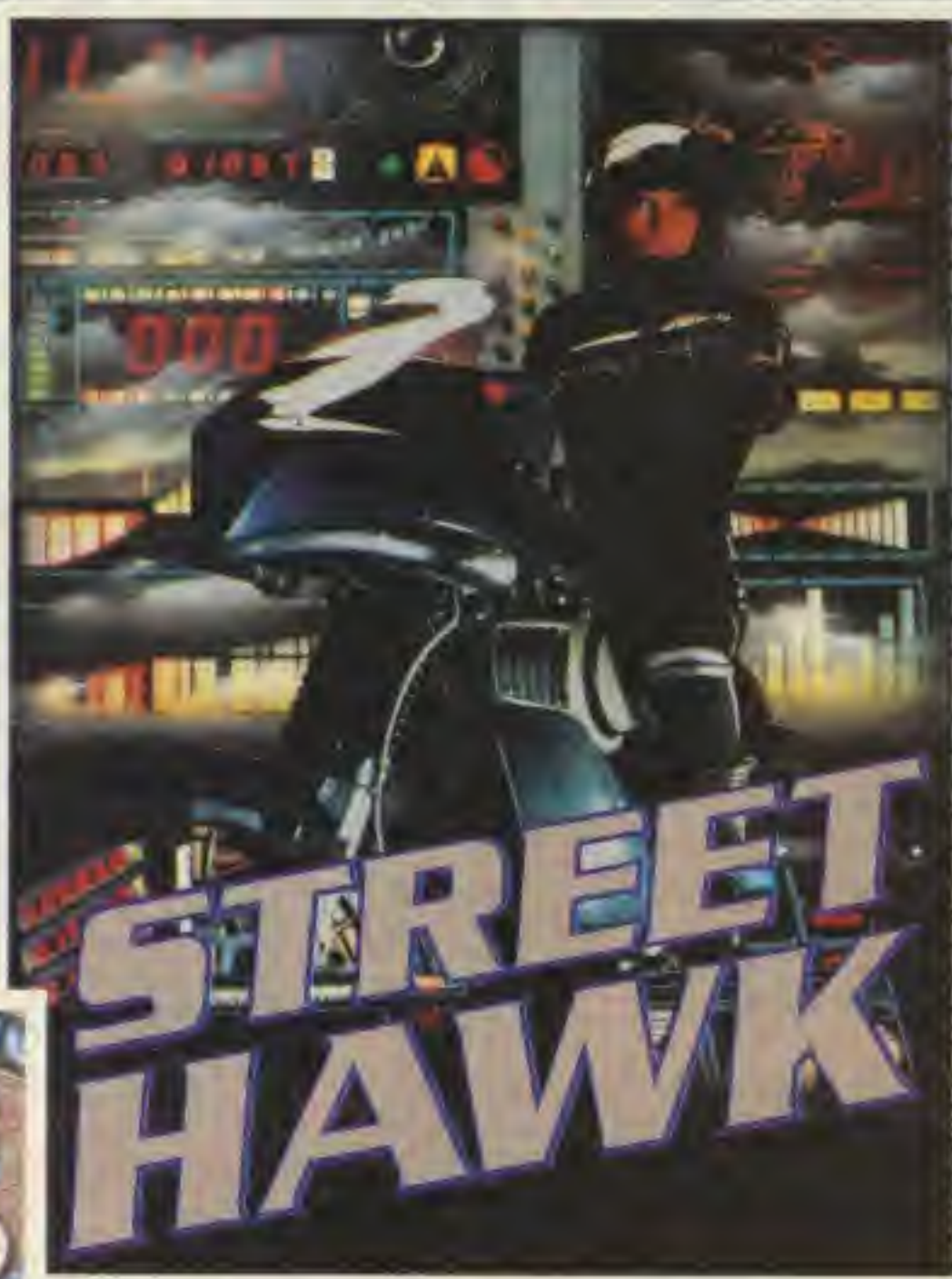
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GAME OF THE YEAR AWARDS



The response to our first ever Game of the Year Awards has been tremendous with the first votes arriving in the office the day the magazine was due in the shops!

Some categories have been exceptionally close whereas others have had clear leaders from the start. Now the suspense is over and all the votes have been counted and here are the results starting of course with the 1985 Game of the Year.

**GAME
OF THE
YEAR
AWARDS**

**Game of
the Year**

- 1st — Elite (Firebird)
- 2nd — Way of the Exploding Fist (Melbourne House)
- 3rd — Winter Games (US Gold)

With over 45 games nominated this was always going to be a close contest. Until the last week of



voting when Spectrum Elite owners joined their C64 counterparts to make it the game of the year.

Elite was originally written for the BBC and Electron by Acornsoft in 1984 and was licensed to Firebird who have since made this superb game available to C64, Spectrum, Amstrad, MSX and Einstein users.

Elite is a space trading game set in a cruel galaxy where the galactic police are slightly worse than the pirates.

It is probably the mixture of space exploration, galactic trading and arcade, action space battles that has made Elite the game of the year.

**GAME
OF THE
YEAR
AWARDS**

**Best
Adventure**

- 1st — Shadowfire (Beyond)
- 2nd — The Fourth Protocol (Century/Hutchinson)
- 3rd — Red Moon (Level 9)

Shadowfire was the first icon driven adventure in which you controlled the five members of a galactic A-team known as Enigma. Your mission was to rescue an Ambassador held on-board the ship of the evil General Zoff.

The entire adventure including exploration and combat was joystick controlled which helped to introduce more people to the wonderful world of adventuring.

The Fourth Protocol continued the icon theme in a fascinating adventure based on Frederick Forsyth's thriller.

Any Level 9 adventure would do well in a readers poll and Red Moon is undoubtedly one of their best.

Finally I was surprised by the number of votes cast for the disk only adventures Exodus Ultima III and Hitchhikers Guide to the Galaxy which shows a healthy increase in disk owners or perhaps people who would like disks to play these excellent games.



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GAME OF THE YEAR AWARDS



GAME OF THE YEAR AWARDS

Best Arcade Adventure

- 1st — Knight Lore (Ultimate)
2nd — Frankie Goes to Hollywood (Ocean)
3rd — Wizardry (The Edge)



Arcade adventures have become a class of game in their own right in 1985 with the introduction of games that have both the problem solving of adventures as well as the arcade action.

It is therefore fitting that Knight Lore should win this award since it was the first true arcade adventure.

Frankie Goes to Hollywood, a close second, is probably also the best licensed game based on a film, book or in this case rock band. Finally Wizardry shows the way ahead with the introduction of Dungeons and Dragons type spells into an arcade adventure.

GAME OF THE YEAR AWARDS

Best Sports Game

- 1st — Way of the Exploding Fist (Melbourne House)
2nd — Winter Games (US Gold)
3rd — Racing Destruction Set (Ariolasoft)

This was without doubt the closest contest of them all between Exploding Fist and Winter Games.

The lead changed between these two a total of 14 times and for most of the voting period they were never more than a handful of votes apart. In the end it was probably the fact that Exploding Fist was available for more machines (C64, Amstrad, Spectrum and BBC) that won the award for Melbourne House.

Way of the Exploding Fist was the first and arguably the best karate game to appear in 1985.

In third place Racing Destruction Set is a little different from the standard racing game as its players design custom cars to race on custom tracks — to destruction.



GAME OF THE YEAR AWARDS

Best Arcade Game

- 1st — Elite (Firebird)
2nd — Gyroscopic (Melbourne House)
3rd — Tau Ceti (CRL)

Elite took (and held) an early lead in this category but Gyroscopic made a strong challenge but it wasn't enough to catch Elite.

Tau Ceti did remarkably well considering it had only just appeared in the shops.

Superior's Death Star was close behind.



GAME OF THE YEAR AWARDS

Best Platform Game

- 1st — Impossible Mission (US Gold)
2nd — Monty on the Run (Gremlin Graphics)
3rd — Wizard (Ariolasoft)

This category was the first to be decided with Impossible Mission sweeping all aside. Monty made a comeback at the end but it was never going to be enough.



The original C64 version of Impossible Mission is best remembered for its digitized speech, evil laughter and blood curdling screams as you plummeted to another game over. The Spectrum version lacks this facility but still remains an excellent game of fiendish puzzles, superb animation and evil killer robots.

Wizard, in third place, is an interesting game that adds a different spell to each level and a construction kit to prolong the game's life.



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**GAME
OF THE
YEAR
AWARDS**

Best Strategy Game

- 1st — Archon (Ariolasoft)
2nd — Theatre Europe (PSS)
3rd — Crusade in Europe (US Gold)



Three completely different strategy games had a very close battle for this award with Archon winning in the end.

Archon is a curious mix of strategy and arcade game skills that mix to form a magical chess variant in which each piece is a creature with different strengths and weaknesses and you have to literally fight for every square.

Crusade in Europe is a more orthodox computer wargame and Theatre Europe still attracts outside publicity over its simulation of a nuclear war.

**GAME
OF THE
YEAR
AWARDS**

Best Software House

- 1st — US Gold
2nd — Melbourne House
3rd — Ultimate



There is no great surprise in this result with these three producing some fantastic games in 1985 (Winter Games, Impossible Mission, Exodus Ultima III, Way of the Exploding Fist) but there were a few surprises further down the list.

The first was the number of votes received for American software houses Epyx and Infocom who came 6th and 11th in the final order.

A few voters misunderstood the term software house and wrote on the voting form W H Smiths and Menzies. We even had one from Belgium that had 'English computer shop' as the best software house!

**GAME
OF THE
YEAR
AWARDS**

Best Commodore 64 Game

- 1st — Winter Games (US Gold)
2nd — Elite (Firebird)
3rd — Way of the Exploding Fist (Melbourne House)

Winter Games skied, skated and bobsled to this award by featuring 8

gruelling events backed up by superb graphics.

This is the latest and best in the Epyx series of Olympic style games that started with Summer Games and Summer Games II.

Such is the following that this game has achieved that it managed to keep Elite at bay.



**GAME
OF THE
YEAR
AWARDS**

Best Coin-Op Machine

- 1st — Commando
2nd — Paperboy
3rd — Marble Madness

Three superb arcade machines that you should try whenever you get the chance. Two have already been converted (or inspired) computer versions but we are still waiting for a computer version of Paperboy.



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GAME OF THE YEAR AWARDS

GAME OF THE YEAR AWARDS

Best Spectrum Game

- 1st — Elite ((Firebird)
2nd — Way of the Exploding Fist (Melbourne House)
3rd — Tau Ceti (CRL)

Another award for Elite as drones of Spectrum owners set up galactic trading companies. However some found the time to punch and kick some opponents in Way of the Exploding Fist and then suddenly in the last few days of voting enough people bought and enjoyed Tau Ceti to push it into third place.



GAME OF THE YEAR AWARDS

Best BBC Game

- 1st — Repton 2 (Superior)
2nd — Revs (Acornsoft)
3rd — Knight Lore (Ultimate)

Superior's Repton sequel swept the BBC field with Elite out of the running (released in 1984) Revs won the race for second place and the long awaited conversion of Knight Lore took third.

GAME OF THE YEAR AWARDS

Best Amstrad Game

- 1st — Way of the Exploding Fist (Melbourne House)
2nd — Sorcery (Virgin)
3rd — Doppleganger (Alligata)

Amstrad owners are obviously a violent bunch with Exploding Fist beating (up) the opposition to first place. Sorcery was only an average game in its C64 version but became an excellent arcade adventure when converted for the Amstrad.

Another arcade adventure took third place which features 3D rooms and two characters to play simultaneously.



GAME OF THE YEAR AWARDS

Best Atari Game

- 1st — Mercenary (Novagen)
2nd — Bounty Bob Strikes Back (US Gold)
3rd — Rescue on Fractulas (Activision)

High speed arcade action captured the votes in this category with the re-released (at an affordable price) Bounty Bob taking second place. Third place was a keenly fought contest between the classic Lucasfilm Rescue on Fractulas and English Software's Elektraglide.

Next Month — See if you won the draw for either a fabulous Commodore 64 pack including a C64, Datasette and monitor or a Amstrad PCW8256.

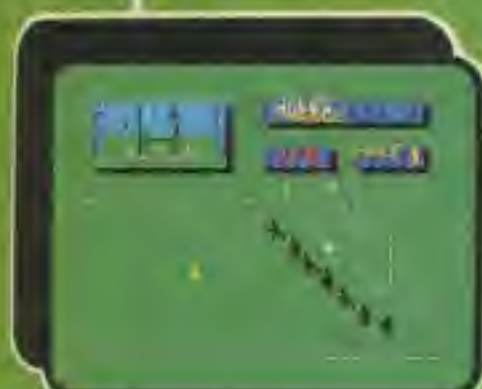




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GYROSCOPE

Will Gyroscope have the success of Marble Madness? Mike Roberts has an in-depth look at both games.

In the beginning was the void, and Atari looked upon this void and said 'let there be the game', and the game was created. And Atari looked upon the game and saw that it was good, and the name of the game was Marble Madness...

Marble Madness took the arcade world by storm in the early part of 1985 with its incredible music, amazing graphics and totally original gameplay — something exceedingly rare in this day of the millionth variation of Pac Man.

Control was by the Atari pioneered Trakball, which left many a player with aching shoulders after an afternoons play (yours truly included). Two players could play at once, which in itself is as rare as it is welcome.

The computer operating the game is based on the latest 16 bit technology and has a graphics, sound, and processing power up to that of the new Amiga (watch out for an official Marble Madness on the Amiga in a few months time).

The concept behind the game is controlling a marble, by spinning the trakball in the direction you want the ball to go. By doing this you can control it rolling down a conceptual 3D landscape of walkways, cliffs, drop tubes, jumps and targets, monsters, and many more obstacles to avoid. Everything is against the clock and bonuses are awarded for the time left on the clock at the end of your run.

The computer games 'Gyroscope' definitely have their roots in the Atari game, and only differ in detail.



C64 Gyroscope — smooth scrolling and thirty screens

In all versions of 'Gyroscope' your character is based on a gyroscope-like top, which has a time limit on it as to when it runs down. The landscape is similar to 'Madness', but the actual set up and route is different. The monsters are simpler, and there are a lot of things missing, like tunnels, pipes, moving ramps, and conveyer belts. Gyroscope has new problems to overcome like magnets to draw you off course, ice to slip on, and little pac-men running around.

The difference between the Commodore and the other versions is mainly one of quality. As explained earlier, the Marble Madness machine has quite a high level of hardware. A Spectrum just cannot cope, so the Spectrum user will

have to make do with guiding his (or her) gyroscope down the hill without the benefit of a smooth scrolling screen.

Each Spectrum section is made up of four screens, this introduces problems as it gets a bit tricky to charge off the bottom of the screen onto the next without being able to see what's happening. Due to resolution difficulties the Spectrum game has slightly simpler and cruder screens, but all is well on the Commodore version.

On the Commodore game, you get full smooth scrolling over the thirty screens (only twenty on the Spectrum and twelve on the BBC), much harder problems, and a musical background in the spirit of the original game.

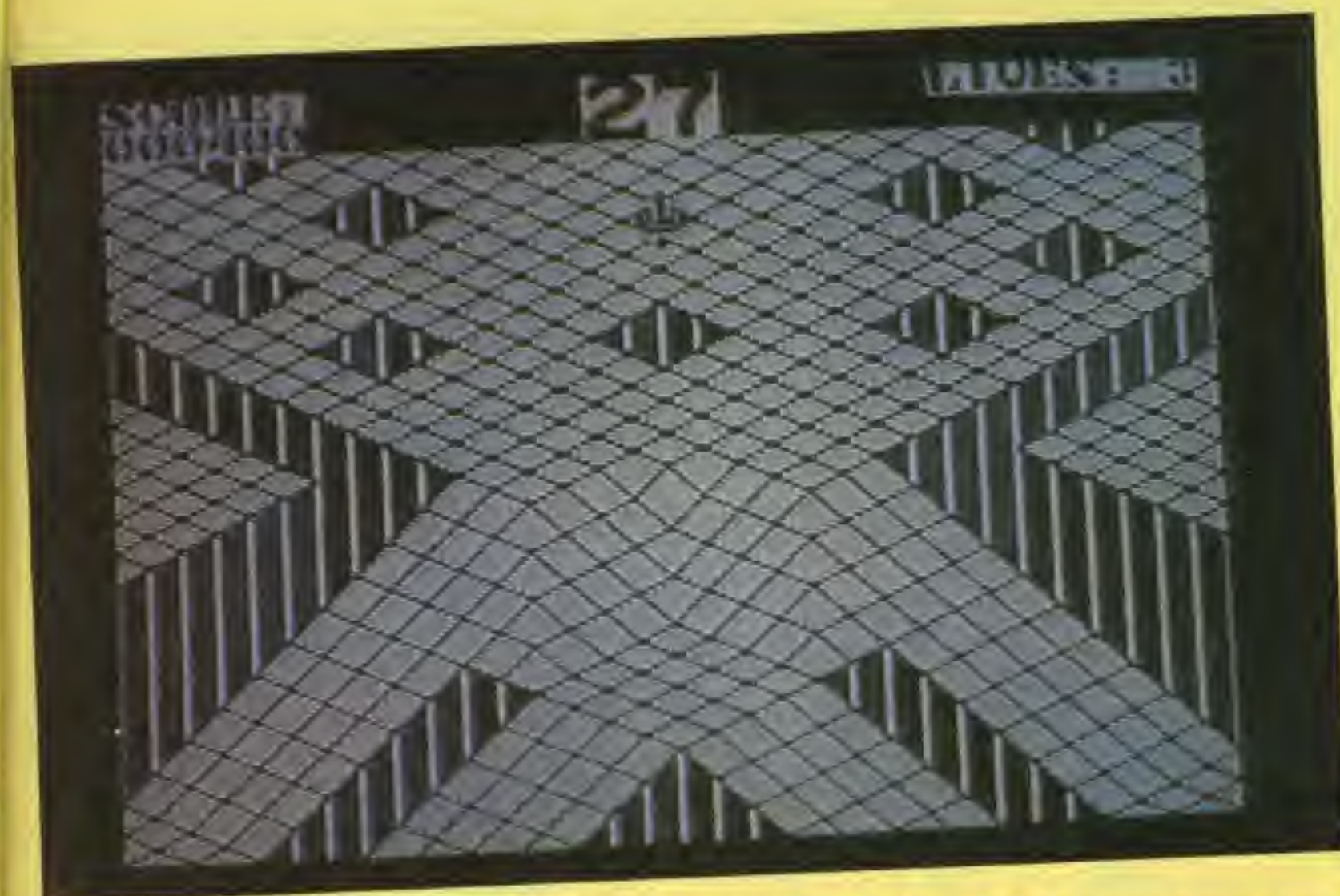
Unfortunately the

Commodore 64 version has a few inconsistencies. When you die, you should be put back onto the track, or back in the same position on the track if death was caused by an alien.

Sometimes you are not put back onto the track properly and you can die before you even move. Sometimes you can die an extra two times before you get put back onto the track successfully.

The same happens with the aliens, when you die the alien disappears, but you proceed to die again before you can even move a muscle.

I think I have worked out the edge bug. If you can zip off the track the game will put you back on the edge of the track, the very edge, that is. As no computer can produce true straight lines, they have to



Spectrum Gyroscopic — a little ragged around the edges

step pixel by pixel instead, if your gyroscope gets put on one of these edge pixels then there is only one pixel or couple of pixels that it can move onto. So the upshot of all this is that you can only move in one direction, and the game seems to store your joystick movement as you crash and uses that as your first movement when you restart. As your last movement was the one that killed you, you die again.

Collision detection (between moving objects) is not all that hot on the Spectrum, so avoid all aliens as much as possible, as even going near them will lose you a life.

For Commodore owners who find their version a bit tricky around the edges, try travelling along the right side of the track. The game seems to be a bit more lenient on the right of a track and a bit finicky on the left.

If Commodore people get a bit confused halfway through level three here's why.

The data for the levels seems to be stored in a compressed format. Only a certain amount can be held 'current' in memory at one time. Level three is twice as long as levels one and two so halfway through level three, it stops, decodes the rest of the level and starts again. How do you get onto the next bit? Well you take the LEFT path and keep going off the screen along that track, remembering to avoid the magnets so that you don't get thrown off the edge!

With luck that section should end as if you had finished the level, clocking up bonuses etc. However, the level continues as if nothing had happened.

On the Spectrum and Amstrad versions you have to watch out for these are particularly significant in a couple of the levels where the only possible route is quite close to an edge. This is because if you touch the side of a screen you will bounce off with some force, usually over the edge that you were trying to avoid.

The Amstrad version is a straight copy of the Spectrum game although it is easier to play because the graphics and collision routines are better defined. This allows you the luxury of being able to skirt along narrow edges and know exactly where you are.

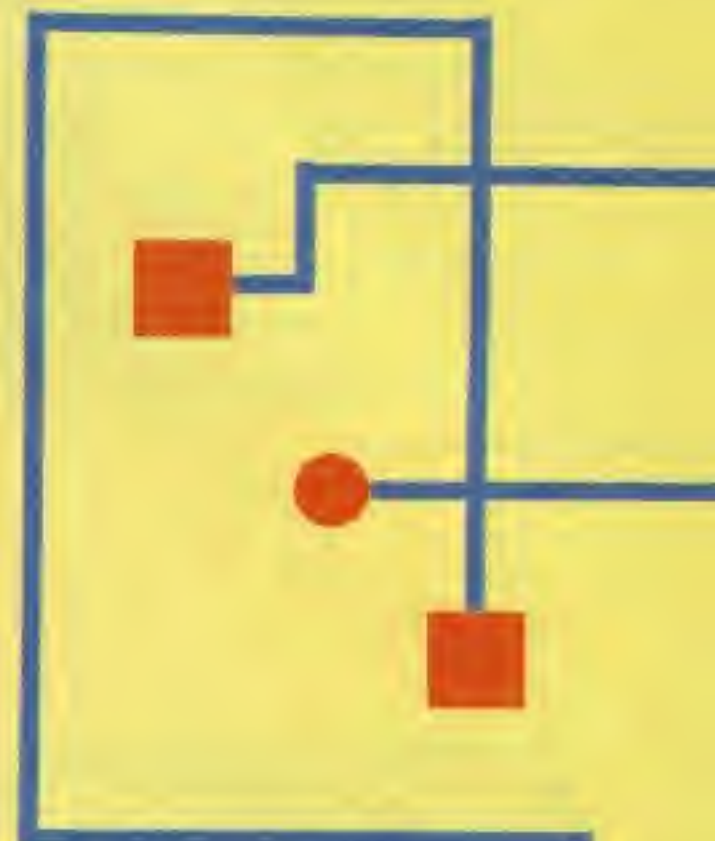
The same is sadly not true of the BBC and Electron versions which offer only a paltry 12 screens. They also suffer from irritating bugs that allow you to actually pass through the games obstacles!

Despite this annoying

feature it is so addictive that you will keep on playing until you finish it.

There are now five different versions of Gyroscopic available covering the popular machines (Spectrum, Amstrad, C64 tape, C64 disk and BBC/Electron) and each offers it's players a different challenge.

Elsewhere in this transmission we have featured Melbourne House's blockbuster, Lord of the Rings. Lord of the Rings might be the game everyone's talking about but Gyroscopic is the one that everyone's playing.



Amstrad Gyroscopic — a copy of the Spectrum version but easier to play

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Map: Be wise in your campaign strategy, protect those depots in danger from enemy forces, rally your firepower to its most destructive effect.



Ambush: The valley is infested with enemy forces but no matter reach the other side you must. Good luck and happy shooting.

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In the following pages you will find all the rules and instructions required to play Assault on Aargon with two new aliens attacking the dome.

New Alien — The Fungus

The standard rules of Assault on Aargon (as printed last month) apply except where altered below.

The Fungus is an alien intelligent lifeform that seeks to dominate planets by spreading over its surface, suffocating all in its path. Once a planet is covered giant spores are produced which are flung across space to the next planet where the conquest continues.

Just as Eecaan and the other Aargonians enter the dome, the first spores arrive.

To begin the game the Aargonians are setup as before and the five spore counters land on the map anywhere further from the dome than the remote tower positions. Throw one dice for each spore if the result is a 4 then it stays in that position anything else and it drifts in the direction as indicated by the Sirius wind chart by between 2-12 squares (throw two dice). If

ASSAULT ON AARGON EXPANSION KIT

This month we expand the fantastic free poster game given away with last month's Gamer by adding two new alien races — a deadly fungus and Zaroc's ultimate weapon the Cybertron.

Game designed by Tony Hetherington and Gordon Hamlett.

and has a defense strength of 25.

Spreading

Each turn the fungus spreads by adding the number of extra fungi produced by each spore to any square already containing a fungi or one adjacent to the fungi or the spore.

The number of fungi created depends on the size of the colony (this is the total number of fungi counters produced by one spore) and is determined by throwing a dice on the Spread Table.

Each may produce each turn (depending on the result) and so there may be up to five different colonies. If two or more colonies join then they form a

bigger colony which, according to the table, will spread even faster.

Note — if a fungus spreads so much that the fungus counters are exhausted then the fungus player has the option of reusing existing counters (ie part of the fungus dies to allow another part of the same fungus to grow).

How to win

As in the original game the object of the aliens is to destroy the dome by beating its defence strength of 40 by amassing enough force around it. The Aargonians again must explore the caverns to activate the defences to stop the invasion.

The Aargonians can defeat the Fungus by destroying the spores by ralling the defences of defence droids, lavasnakes, megasloths and remotes.

Defeating individual fungi in combat will slow down the spread but to win the spores must be destroyed. Indeed if the Aargonians manage to form a gap between some fungi and its spore then those fungi are lost.

this takes it off the map the spore is lost.

Each spore that has successfully landed then germinates producing 1 to 6 fungi which are placed in a square that is either adjacent to the spore or the fungi counter in the same group.

Movement

The Fungus doesn't move as such but instead spreads across the planet attacking all in its path.

Attack and Defence

Each fungi can attack an enemy in an adjacent square with an attack strength of 1 dice and has a defense strength of 10. A spore attacks with 4 dice

Fungus Spread Table

Fungi in colony	New fungi available
1-5	2
6-10	4
11-15	8
16-20	10
21-30	15
31-40	20





The Fungus — Turn Sequence

- 1) Fungus spreads.
- 2) Fungus attacks.
- 3) Cavern Critters.
- 4) Aargonians explore caverns.
- 5) Aargonian defences move.
- 6) Aargonian defences attack.
- 7) Aargonians activate new defences.
- 8) Sirus wind moves.

Sirus Wind

The Sirus Wind has its usual deadly effect on both the Aargonians and the Fungus.

Game sequence

As in the original Assault on Aargon the game is played in a series of turns. Obviously adding a different alien which poses a different threat to Aargon requires a slightly different turn sequence.

Good luck, but remember, even if the Aargonians defeat the Fungus more spores are on the way...

New Alien — The Cybertron

Zaroc having been thwarted in his first attempts to capture Aargon now sends in his ultimate killing machine — the Cybertron.

Setting up

Since the Aargonians have already destroyed Zaroc

they begin the game with all defences activated but with no droids on the board.

In the first turn droid production can begin and the Aargonian also throws for the number of sloths and snakes that answer the call for help.

The Cybertron is placed on the desert foothills. Note — as an alternative the Aargonians can set up exactly as they finished a previous game of Assault on Aargon.

The Cybertron

The Cybertron is a massive machine of destruction armed with missiles, lasers and photon cannons that is almost impossible to stop.

Before the game begins the Zaroc player arms the Cybertron with the equipment he thinks is necessary to reach and destroy the dome.

Each unit of equipment has a points value which reflects its value and you have a total of 200 points to spend.

The types of equipment, their cost and use are detailed below.

Missiles — Cost 30 maximum 5

High power long range missiles can be fired once per game but attack a target with 6 attack dice and also create a crater. Missile attacks cannot be combined.

Laser Turrets — Cost 40 maximum 4

These deadly turrets can attack a target with 3 dice up to four squares away. They can combine to attack a single target.

Photon Cannons — Cost 10 maximum 8

These are primarily used to clear obstacles in the Cybertrons way such as enemy troops, infantry and droids. They attack with 1 dice any target adjacent to the Cybertron. They are divided into left and right turrets which shows which side of the Cybertron they are fitted. Consequently only like types can combine in attack.

Power units — Cost 20 maximum 7

These are essential to power the Cybertron and its weapons. A minimum of 1 unit is required to keep the weapons active and the rest add one to the number of squares the Cybertron can move each turn. For example 4 power units will allow the Cybertron to move 3 squares each turn.

Once you have decided to which equipment you should place the appropriate counters should be placed face down on the Cybertron cutout. Note — the blank counters are provided so that the Aargonian

doesn't realise the threat he faces until perhaps it's too late.

During the game the Zaroc should only reveal the required counters as necessary. For example when a laser turret fires the appropriate counter should be turned over.

Cybertron movement

As mentioned earlier the Cybertron's movement is determined by the number of power units it has on-board (minus one to power the weapons). When the Cybertron moves the required number of power unit counters should be turned over on the cutout. It is useful to remember that only the exact number of units need be revealed and that the Cybertron can move at any speed up to power unit limit. This means that if you had 7 units the player could move the Cybertron up to a maximum of 6 squares a turn. However he may decide to move at only 3 (revealing 4 counters) saving the extra speed for a crucial moment in the game.

The Cybertron can use its movement as a weapon as it can crush any droid, lavasneak or sloth in its path but it must end its move to do this.

Cybertron Attack

During the attack phase in each turn the Cybertron may use any of its weapons revealing the counters as necessary.





Cybertron Defence

Each unit onboard the Cybertron has a defence rating which is printed on the counter alongside the attack dice where appropriate. For example a laser turret has a defence of 20.

Winning the Game

The Cybertron wins the game simply by reaching the dome where it crushes it. The Aargonians must stop it.

Attacking the Cybertron

The Aargonians don't attack the Cybertron itself instead they must attack the individual weapon and power units. This they do through normal combat. If they win the appropriate counter is removed.

An explosion caused by the detonation of an explosive droid results in an attack of 8 dice against any Cybertron units that would be covered by the crater.

Sirus Wind

The Sirus Wind has its normal deadly effect on Aargonian droids, snakes and sloths but has no effect on the Cybertron.

Game turns

As in The Fungus a new

turn sequence is required to cater for the Cybertrons special abilities. There is no cavern phase since all weapon systems have been activated.

Finally this month we have a table of all the units in Assault on Aargon and their attack, defence and movement factors.

The Cybertron — Turn Sequence

- 1) Cybertron moves.
- 2) Cybertron attacks.
- 3) Aargonian defences move.
- 4) Aargonian defences attack.
- 5) Sirus wind moves.



Type

Eecaan
Aargonians
Cavern Critter
Lava-snake
Mega-sloth
Defence Droid
Explosive Droid
The Dome
Remotes
Droid Towers
M-1 Assault Robots
M-2 Assault Robots
M-3 Assault Robots
M-4 Assault Robots
M-5 Assault Robots
Fungus Spores
Fungi
Cybertron Missiles
Cybertron Laser Turrets
Cybertron Photon Cannons

Attack dice

2
1
1
2/1
3/1
2
x
—
5
—
1
1
2
3
3
4
1
6
3
1

Defence

7
3,3,4,5
3,3,4,5,10
7/3
9/4
7
5
40
50
20
4
5
8
10
12
25
10
15
25
15

Movement

1
1
1
3/2
2/1
3
2
—
—
—
2
3
3
3
—
—
—
—
—

The Cybertron



The Fungus



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310 WILLOW PATTERN
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SPECTRUM
304 CHIMERA
308 WILLOW PATTERN
311 THUNDERBIRDS
315 CHICKIN CHASE
COMMODORE
305 CHIMERA
309 WILLOW PATTERN
312 THUNDERBIRDS
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THE TROLLS TAVERN

This month we follow up our series on roleplaying games with a roundup of available games.

You may have wondered why we have devoted so much space in recent issues to covering role playing games when on the face of it, they have little or nothing to do with computers. But that is wrong. It's not stretching things too far to say that in the evolution of games, computer adventures are directly descended from RPGs. If it wasn't for D + D, you would not be sitting in front of your micro most nights wondering how to get past an angry troll. And what of the future? Already games like Exodus — Ultima III are beginning to appear. They may lack the sophistication of a good RPG but they are moving in the right direction. For example, in Ultima IV, (not due for release in the UK until 1987) your player's character is determined by what Tarot cards you pick at the start of the game.

Although I would not hear a word said against them, adventures are pretty antisocial and not at all the ideal form of entertainment if your friends drop round on a Saturday night. But RPGs are! And I guarantee that if you like the challenge of adventures, then you will love RPGs. So what do you need and where do you start and which of the many do you choose? Read on!

The first thing you need is some friends to play with. Although there are some

solo games, you will need one person to run the game and then some players — 3 to 6 is an ideal number. Then you need a copy of that particular game's rules, lots of dice (possibly including polyhedral ones) paper and pencils and a scenario to follow. This will be one of two types. Either a commercially bought one or one written by the referee.

The idea of refereeing a game (the person is usually known as the Dungeon Master — DM or Games Master — GM) fills a lot of people with horror but it shouldn't. A good DM should have more fun than the players! Not only do you get the satisfaction of seeing the player's fall into your carefully laid traps, but you also have to play many roles yourself. Whilst the players only have to look after their own characters, you have to take the part of everybody else that appears in the game. So, one moment you could be a saucy serving wench in a tavern, the next a vicious orc chieftain or a kind if somewhat eccentric old wizard. What you must have, is a good working knowledge of the rules. The players don't need to know very much at all! They find out as they go along. You will also have to know the story that you are running very well so you don't keep the players waiting too long whilst you look things up.

MAGICIANS CURSE

Welcome to another Heroic Warrior adventure. You will need paper, pencil and dice to play. Follow the numbered paragraphs as directed. Combat is based on two numbers, a strength rating and some life points. These are represented in the text as SR/LP. You roll one die and add the total to your SR. Now do the same for your opponent. Whoever has the **lower** scores loses that particular round and subtracts two points from their LP total. Combat ends when someone's LP total reaches zero. You start off with an SR/LP of 8/20.

You will also need to keep a total of your gold marks. This is because this month's adventure is continued next month and the total will become important then. You can still solve this month's game on its own though. Goto 54

1. You are at a crossroads in the passage.
To go N — 11
To go S — 44
To go E — 4
To go W — 49
2. Nursing a kingsized hangover, you make your way to the wizard's house. You knock on the door which is answered by the wizard's apprentice. "Sorry we're closed. The wizard doesn't like you to want to see you. We don't want any today. Come back next week." So saying, he slams the door in your face. It is obvious that the only way that you will get to see the wizard is by bribing this man handsomely so you knock again and 100-600 marks change hands.
Go to — 18
3. The man explains that he is a hermit and has not spoken to anyone for years. He listens to your story sympathetically and gives you a slave should you get injured. It will heal 1-6 life points and there are enough for two doses.
Goto 12
4. The passage turns south here.
To go S — 15
To go W — 1
5. You are lost in the thick woods.
To go N — 36
To go S — 40
To go E — 27
To go W — 53
6. You give him 1-6 marks. Upon this, he gives a signal and a score of beggars pour out of dimly lit alleyways. They are all bearing clubs and cudgels so you decide that you had better appease them. You throw 30-80 (one die and add two) marks into the gutter and let them scramble after it.
To go — 47
7. The food is cooked in some vile manner and you feel sick.
Lose 2 life points
Go to 10
8. The room opens out into a cave, in which there is a revolting troll.
If you wish to attack it normally — 33
If you wish to attack it magically — 13



MAGICIANS CURSE

9. The thief has an SR/LP of 7/6.
If you win — 24
If you lose — 21
10. The stairs end in a large chamber with passages off in all directions.
To go N — 39
To go S — 46
To go E — 49
To go W — 41
11. This is the guardroom to the dungeon. There is no treasure here but you do find the activating mechanism for the trap and immobilise it. You also pick up your weapon again. You head south to the crossroads.
Go to — 1
12. Your path forks here. To the south, a small winding trail leads up a low hill. The main path continues eastward.
To go S — 52
To go E — 50
13. You read the fireball spell off the scroll and a huge red ball of flame strikes your adversary in the chest and frazzles him to a crisp. Did you take a potion before releasing the spell?
Yes — 16
No — 22
14. "Give me some good reason why I should not kill you immediately" you bellow. The man falls to his knees at your feet. "Forgive me" he wails. "I have been cursed to steal at every possible opportunity and had come to the country to try and escape my misfortune. Please spare me and I will give you this amulet of protection". He opens a secret compartment in the heel of his boot and offers it to you. Do you accept it and spare him or attack him anyway?
Accept — 45
Attack — 30
15. The passage opens into a chamber with a door off to the south. The whole place reeks of troll.
To go S — 8
To go W — 4
16. You survive the searing blast with only your eyebrows being singed.

One final thing about being a DM. It helps if you can think very quickly on your feet. No matter how much you plan in advance, it's a sure bet that the players will do something totally unpredictable (and usually stupid — in our last game, we inadvertently summoned a demon and ended up killing ourselves when we couldn't cope with it. This ended the game somewhat prematurely!). If (when) such a situation arises, you must decide what chance the action has of succeeding and what the outcome will be.

If some of this has captured your imagination and you decide that you want to have a go, you meet your next problem. What to get. Small toyshops might only have a few items in stock but they won't necessarily be what you want and they might not be able to advise you. So you go to a specialist games shop instead and now just the opposite happens. You are confronted with a few dozen different systems, modules, supplements, tables, extra rule books, maps, playing aids, figures... the list is endless. Where do you begin? How do you learn it all? Do you need it all? Can you afford it all?

As to what type of game you choose, it depends entirely on your own particular tastes. If you enjoy

science fiction or fantasy in general, then there are lots of systems available to you. If you identify more with a particular hero or period of history, then there are games dealing with these subjects as well.

Which game you get is a bit like which computer you get. Some are much better supported than others. For example, it may not matter too much if there aren't many written modules for your system. You may enjoy the challenge of writing all your own scenarios. There again, you may not be very good at inventing new monsters all the time and would appreciate a book detailing 300 different types. As a rule of thumb, the more bits and pieces there are for a game, the more popular it is.

What's Available

Fantasy Games

I suppose if you asked people off the street to name an RPG, the chances are they would answer Dungeons and Dragons. D+D is the daddy of them all, the one that started everything. It has undergone many changes and is now available in two distinct forms — Dungeons

and Dragons and Advanced Dungeons and Dragons. Don't be put off by the "advanced" label. AD+D is a separate game from D+D. It is not something only to be tackled when you have mastered D+D. It is merely a more complete and detailed version of the game.

D+D comes in four boxed sets. Basic, Expert, Companion and Masters. Each set expands on the previous set so you can take things as far as you want to. Basic D+D represents an excellent introduction to RPGs.

If you are a keen adventurer though, you might find that you prefer a bit more substance to your games and consider AD+D. There are more character types, spells and magic terms to use and everything is much more detailed than in D+D. There are currently eight books of rules for AD+D but the only three that you really need are the Player's Handbook, the Dungeon Masters Guide and the Monster Manual. These three will keep you quiet for years.

Both D+D and AD+D have considerable support in the form of modules and playing aids and they are quite likely to be the only

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RPGs stocked by your local toyshop.

There are however many other fantasy systems. Runequest set in the mediaeval world of Glorantha has a large following and many players prefer its combat and magic systems to those in D+D. Tunnels and Trolls is very much a hack and slash, thud and blunder type of game. It is about to be re-released by Corgi books and features a large number of solo adventures. Also from Corgi is a three volume set called Dragon Warriors. This is one of the cheapest games around at £1.75 per volume and has been getting some good reviews.

For Tolkien devotees, there is the Middle Earth Role Playing game. This is a relatively new arrival but it already has a fanatical following and has a lot of beautifully produced modules available for it. Also well packaged is another newcomer, Dragonroar which comes complete with a solo game on cassette. Thieves World gives you a chance to play a baddy for a change. A supplement included in the box lets you convert statistics to nine other RPGs.

Science Fiction

If you prefer spaceships to flying carpets and lasers to morning stars, then here is a list of games for you to consider.

One of the original SF games was Traveller and it is still going strong today with plenty of scenarios and supplements to back it up. Other early games (though I haven't seen them in my local games shop recently) are Gamma World and Metamorphosis Alpha. If you have watched the repeats so many times that you are word perfect or have a secret desire to be a Vulcan, then Star Trek, the role playing game may be just the thing for you. There is also a game Ringworld based on the popular novels by Larry Niven. Other titles you may come across are Star Frontiers and Space Master.

Other Games

If the idea of playing a particular hero appeals to you, then the following are currently available: Doctor Who, Conan (there are also Conan modules available for AD+D), James Bond, Michael Moorcock's Elric

in Stormbringer, and Indiana Jones. I feel that these games are a bit limiting though and you might be better advised to try a more general system and introduce your heroes into specially written scenarios. Pendragon takes you back to the days of King Arthur's Britain whilst Bushido has a setting in feudal Japan where you play a Samurai warrior, just right for fans of Shogun. Top Secret is a spy game, more for budding Bonds than Smiley's. Finally, a game based on the gothic horror stories of HP Lovecraft which has a huge cult (or should that be occult?) following. The game is Call of Cthulhu and whilst it is an excellent game, it helps considerably if you have read the books.

What do you get and what does it cost?

With the exception of AD+D, all the above games come in a boxed set. Typical contents might be two or three rule books (one for the players, one for the DM) an introductory scenario, a few reference sheets and perhaps some cardboard figures or floorplans. Packaging is becoming more and more important in a competitive market and manufacturers are constantly bringing out more attractive looking

The troll's hairy body lies charred and smoking in front of you, but fortunately, its teeth are undamaged.
Go to — 37

17. The beggar kicks up a hue and cry. This quickly arouses the town guard who come and see what's going on. "Aren't our beggars good enough for you?" one of them asks and with that, they throw you outside the city gate.
Go to — 26.

18. The wizard curses and swears at both you and the apprentice for ruining his experiment. He eventually calms down though and listens to your story. "Yes I can do what you ask but the cost will be high. In order to perform the spell, I need six troll's teeth and as for myself, I will charge you only 30,000 marks or a ring of invisibility." You agree to the terms and leave your frog behind. As you have no idea where else to go, you decide to make for the Black Hills.
Go to — 42



19. You search the bodies and find a total of 23 gold marks.
Go to — 10

20. You sit down in the corner and wonder what tortures you will have to suffer as you spend the rest of your days in this God-forsaken hell-hole.

21. Your last thoughts in this life is that you hope your little green friend finds a nice pond to live in. You die a slow extremely painful death.

22. Although you destroyed the troll, your body also takes more damage from the blast than it can stand.
Go to — 21

MAGICIANS CURSE

23. As you put your hand into the pool, there is a loud snapping noise as a giant crab attacks you. It has a SR/LP of 8/10.

If you win — 35
If you lose — 21

24. You search the body thoroughly but the only thing of use is a set of very professional looking tools and lock picking equipment. You decide to take them anyway.
Go to — 12

25. You are lost in the thick woods but this area seems impenetrable.
Go to — 36

26. You are outside the town gate. Dusk has just fallen and the gate is shut. You go and knock on the gate and a red-faced sergeant of the guard opens a small hatch. "Who are you and what do you want? We don't like strangers here" he grunts. You explain your predicament and for the small sum of 10-60 marks (roll one die) he agrees to let you in. He directs you towards the local hostelry where he is sure you would love to spend the night, especially as it is owned by his brother.
Go to — 31

27. You are lost in the thick woods.
To go N — 5
To go S — 53
To go E — 36
To go W — 52

28. There is a hollow opening on the far side of the tree with some steps leading down.
If you want to go down — 10
If not — 32

29. You chop the body of the troll into small pieces to stop it regenerating. Prising open its jaw, you are delighted to notice that it has six decent teeth in its foul, rotting jaws.
Go to — 37

30. The thief hurls the ring into some long grass before you have a chance to strike and you know that you won't see it again.
Go to 9



boxes and starter sets. Check to see whether you will need any special dice, these are not often included as it means that VAT has to be charged on the whole package. Supplements and playing aids can be left well alone until you have a good grasp of the basic game and know what would be useful.

Prices vary wildly of course but expect to pay £7-15 if a game is produced in the UK or £15-25 if it is imported from the States. NE, AD+D requires three large books at about £10 each. Ready designed modules usually cost £5-10 depending on complexity.

So there you are then. Have a chat with your

friends and see what type of things they are interested in. There must be something in the above list that appeals to you and them. RPGs really are good fun!

Mindshadow

Activision's adventure that poses you the problems of who you are, and where you are is now available on cassette for Spectrum, Amstrad, and C64 cassette for only £8.95.

The original C64 disk version cost nearly £20 but featured a fiendishly difficult adventure and excellent graphics.

Mickey's Space Adventure

The latest in US Gold's "kids!" series of adventures features Mickey Mouse and Pluto in their quest to find the pieces of the legendary memory crystal.

The game is supplied on two disks and is designed to educate as well as entertain its players.

Adventure style commands are selected from a menu which appears under superb graphics depicting our heroes attempts.

Mickey's Space Adventure is available for the C64 and costs £12.95.

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Lord of the Rings



Adventurers everywhere have been waiting for the game based on Tolkiens classic the Lord of the Rings. Gordon Hamlett takes an in depth look at Melbourne Houses sequel to the Hobbit and decides its worth the wait.

If a picture of a green door, a round window and a yellow chest or being told that Thorin is singing of gold brings back fond memories; if you spent sleepless nights trying to escape from the pale bulbous eyes or working out how to get out of the goblin's dungeon, then you are obviously a devoted fan of Melbourne House's superb adventure game, *The Hobbit*. Almost as soon as it was released, people wanted to know if MH were going to do *Lord of the Rings* and when it would be ready. Well, they did and it is.

Or rather, the first part of it is. Such is the complexity of Tolkien's masterpiece, there is no way that it could be compressed into one program. So, as the book is in three volumes, so will the game be and part one of LOTR follows the plot of book one — *The Fellowship of the Ring*.

The package (which is the thickest that I have come across at just under 2½ inches) contains a copy of the book, a 32 page instruction book and two cassettes. The game is split into two parts which can be played independantly although it is recommended that you complete part one first as there are certain objects and characters



that could prove useful to you. There is also a beginners version included so that you can introduce your little brother or sister (or mum and dad!) to the joys of adventuring.

You play the part of Frodo — a hobbit. You have been given a magic ring by Bilbo Baggins (the one that he found in the book/game *The Hobbit*). You must destroy it by taking it to Mordor, home of the evil Sauron. It is the master ring of the twenty magic rings fashioned in ancient times. "One ring to rule them all, one ring to find them, one ring to bring them all and in the

darkness bind them" as the poem from Elven lore reads. The ring can only be destroyed in the Crack of Doom (although you won't reach there until game three). It has considerable powers, such as making the bearer invisible when worn but be warned, the more you use it, the more you will fall under its evil spell. Sauron has discovered that you have the ring and desperately wants it back.

You are not expected to perform this momentous task alone. Three of your friends agree to help you. Sam and Pippin are present at the start and you should meet Merry later on. You



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will also meet many other characters in the course of the story but at all times, avoid the Black Riders (also known as the Nazgul or Ring Wraiths) who are Sauron's evil minions. Sam, Pippin and Merry are controlled either by the computer, yourself or your friends. At the start of the game, you are asked which characters you want to play. If you choose to play the other characters as well as Frodo, you can swap between them using the `BECOME XXXX` command. I would strongly recommend letting the computer play these characters until

you have a very good idea of what's going on.

Part one of the game starts with you in your burrow. A message from Gandalf the Wizard says "See you in Rivendell. Matter is urgent. Watch out for the Black Riders." You have to make your way to the town of Bree meeting perhaps en route Farmer Maggot, Merry, Tom Bombadil and Strider

whilst avoiding a malicious willow tree and a barrow wight. There is no guarantee that you will meet all of the above for you can wander where you want — there is no set path to follow. Once at Bree, you will need to find someone to guide you through the marshes. The game contains some fiendish mazes but most of these can be avoided if you know how.

Part two sees you fording the river with the Black Riders trying to stop you as you head towards Elrond in Rivendell. There, you gain some travelling companions as you make your way through Moria in the Misty Mountains towards Lothlorien, fighting water monsters and vicious tribes of orcs.

There are two main problems in translating Tolkien from book to computer. The first is to maintain the spirit of the original story but create sufficient new problems so that it is not an exact copy of the book's plot. The se-

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cond problem is that not a great deal of action happens in the first book in the way of problems that need to be solved.

As far as the first problem is concerned, the game creates a good atmosphere but there are one or two exceptions. Consider this location description. "You are in a dimly lit room crammed with various beings drinking and dancing to the music of an incredibly loud heavy metal orc band." I dread to think what Professor Tolkien would have thought of that which is more suitable to the parody Bored of the Rings than the real thing.

The first adventure does not contain many difficult problems to be solved but there are a large number of locations to be explored. Mapping must be done very carefully. At the time of writing, I have eleven sheets of foolscap covered with assorted bits of maps and redrawn maps. I started off feeling that it all lacked substance but it builds to a fine climax and the midnight oil was soon getting low. Part two suffers from none of this. You are straight into the action and everything moves at a great pace.

You spend a lot of time in the adventure interacting with other characters. A quick hello will usually start the conversation going or you can ask specific people to do a given task such as "Say to Sam 'Take the rope' ". Sam may or may not do this depending on the nature of the request and how he feels at the time. Everybody needs to eat regularly and you will always be on the lookout for your next meal. How characters behave depends on how well fed they are. Things tend to go quite slowly on screen especially if you have 8 or 9 characters present and the computer is trying to sort out what everyone is doing.

The game supports an excellent vocabulary of some 800 words but some of the verbs that the instruction book says are understood do not appear to be so. For example, you have no idea of how well you are doing because the computer does not

recognise the word "score" as is claimed. Similarly, in the beginner's game, you can ask for help but must do this by typing "hint" instead of "help" as instructed.

There are several bugs in the game, as is only to be expected in a program of this complexity. They do not however crop up every time you play. Most of them are minor but some are more annoying. On one occasion, I picked up a short sword which subsequently appeared on my inventory but when I tried to give it to

became more and more engrossed in the game, I couldn't care less. This attitude continued throughout the game. I started off thinking that it was not as good as the Hobbit and was too easy. Then I realised that this was because of the nature of the book rather than any fault with the game. Certainly, there are bits of it that I found extremely annoying and which will irritate fans of the book enormously but by then I was hooked and could forgive it almost anything.



Pippin, the computer replied that I did not possess it. Of course, when I tried to verify the bug in the next game, it did not happen! I suspect that was with the Hobbit, people will be writing in for a long time to come saying that this or that is wrong.

Some of the locations are illustrated, but it is hard to imagine why as the pictures are few and far between and of a much poorer quality than those in the Hobbit and they add nothing to the atmosphere. There are quite a few pictures in the beginners game, which is fair enough. Most of these disappear in part one, and I have not yet come across any in part two.

The beginners game is an excellent idea to give you a gentle introduction to the noble art of adventuring. All you have to do is to get Frodo and his friends safely to the town of Bree. All the problems have been simplified or omitted and you can get a hint if you are really stuck. It has also been written so that when you solve the easy version, it won't ruin the main game for you.

Both parts of the program are so complex, that you must reload the game whenever you die or quit because you are stuck. At first, I found this extremely annoying, but as I



Lord of the Rings is a worthy successor to the Hobbit and is, in my opinion, Melbourne House's best adventure to date. A classic. A flawed classic maybe but a classic nevertheless.

The Lord of the Rings is available for the Spectrum for £15.95 and will also be published in C64, Amstrad and BBC formats.

Storyline 5/5 — but they had a head start.
Atmosphere 4/5 — a good feeling of being in Middle Earth
Difficulty 4/5 — reading the book helps
Value for money 4/5 — well worth raiding the piggy bank for.

B.B.B. BOUND TO BE A HIT..

10 levels of fun make this torture excellent value for money. Nova rating. Definitely one of those 'just another go' games. Game of the month February'' - Computer Gamer

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Dungeon Dressing

Gordon Hamlett follows up last month's 100 million adventure plots with tables to generate an adventure dungeon.

Last month, I gave you a few ideas for plots (100 million or thereabouts). Here as a follow up, are some methods of creating a dungeon to set your story in.

The tables are mostly self explanatory, but there are a couple of ground rules. The most important of these is to use your common sense! If you only have room for a 20x20 ft chamber and the tables generate one of 40x50, then obviously you should ignore the table. Also, start your map in the centre of the paper. If you don't, Sod's Law says that the passages will double back on themselves and go off the edge! Finally, you will find it easier if you start off in a large room. Remember to include a staircase up to ground level.

These tables are not intended to do everything for you. You will have some ideas of your own that you will want to incorporate and you should set these out first. To help you flesh out location descriptions, refer to previous and future Dungeon Dressing articles.

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TABLE 1: PASSAGES

1-4	Continues straight (10-60 ft)
5	Turns left (10-30 ft)
6	Turns right (10-30 ft)
7-14	Door — see table 3
15	Dead end
16	Side passage left
17	Side passage right
18	Cross roads
19	T-junction
20	Special — see table 2

TABLE 2: PASSAGES — SPECIAL

1-6	Cave
7	Pit
8	Other trap — see table 20
9	Stairs up
10	Stairs down

TABLE 3: LOCATION OF DOORS IN PASSAGES

1-3	Left hand wall
4-6	Right hand wall
7-9	In front
10	Special — see table 4

TABLE 4: LOCATION OF DOORS — SPECIAL

1	Double doors
2	Concealed door
3	Secret door
4	One way door
5	Locked door
6	Magically locked door

TABLE 5: SPACE BEHIND DOORS

1	Passage left
2	Passage right
3	Passage front
4	Passage left and right
5	Passage left and front
6	Passage right and front
7	Passage left, right and front
8-11	Square shaped room — see table 6
12-19	Rectangular room — see table 7
20	Unusual shaped room — see table 8

TABLE 6: SQUARE SHAPED ROOMS

1-2	10x10 ft
3-7	20x20 ft
8	30x30 ft
9	40x40 ft
10	50x50 ft

TABLE 7: RECTANGULAR SHAPED ROOMS

1-2	10 x 20 ft
3	10 x 30 ft
4-5	20 x 30 ft
6	20 x 40 ft
7	20 x 50 ft
8	30 x 40 ft
9	30 x 50 ft
10	40 x 50 ft

TABLE 8: UNUSUAL SHAPED ROOMS

1	Circular
2	Regular polygon
3	L-shaped
4	Room has a gallery
5	Room has alcoves
6	Room has lots of corners. Draw anything that fits

TABLE 9: NUMBER OF EXITS IN ROOM — APART FROM ONE ENTERED BY

1	None
2-3	One
4	Two
5	Three
6	Special — see table 10

TABLE 10: NUMBER OF EXITS — SPECIAL

1	One concealed
2	One + one concealed
3	Two + one concealed
4	One secret
5	One + one secret
6	Two + one secret

TABLE 11: LOCATION OF DOORS IN A ROOM

1	Same wall
2	Left hand wall
3	Right hand wall
4	Opposite wall

TABLE 12: CONTENTS OF ROOM

1-4	Human living quarters — see table 13
5-7	Human working quarters — see table 14
8-11	Monster's lair — see table 15
12-13	Place of worship — see table 16
14-18	Empty
19	Pool/fountain/river
20	Storeroom

TABLE 13: LIVING QUARTERS

1	Kitchen/dining area
2	Bedroom/sleeping quarters
3-5	Living/recreation areas
6	Washroom

TABLE 14: WORKING QUARTERS

1	Armourer
2	Alchemist
3	Shopkeeper
4	Magic user
5	Thieves guild
6	Torture chamber
7	Guardroom
8	Laboratory
9	Library
10	Healer

TABLE 15: MONSTER'S LAIR

The type of monster depends entirely on what sort of problems you have set in your adventure. There might be tribes of monsters such as orcs and goblins which have colonised part of the dungeon. Creatures may be in the pay of human masters eg Several bugbears guarding a wizard. There is the normal dungeon detritus of rats and spiders. The undead may be recruiting for an evil cleric. An ogre may be trying to earn his own living as a ferryman or there might just be ferocious dragons that no-one else dares go near.



TABLE 16: PLACES OF WORSHIP

1	Altar
2	Chapel
3	Temple
4	Catacombs
5	Crypt
6	Oracle

TABLE 17: WHETHER A ROOM CONTAINS TREASURE

1-3	Yes
4-10	No

TABLE 18: TYPE OF TREASURE

1	Gold etc with no practical use
2	Magic
3	Weapon
4	Food/drink
5-9	Item to be used later in the quest
10	Information

TABLE 19: TREASURE PROTECTED BY

1	Locked container
2	Trap
3	Magic spell
4-5	Being disguised/hidden
6	Scorpion etc inside container
7-10	Nothing

TABLE 20: TRAPS

1	Arrow/spear trap
2	Falling blocks of stone
3	Shifting wall/porteullis
4	Poison gas
5	Sleeping gas
6	Curse
7	Explosion
8	Poison needles
9	Trapdoor/chute
10	Teleport

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ADVENTURE

ADVENTURE

R•E•V•I•E•W•S

MAGICIANS CURSE

Title: Causes of Chaos
Computer: C64
Supplier: CRL
Price: £7.95

Billed as the first multi-player adventure for the 64, Causes of Chaos sees you trying to recover the six pieces of the crown jewels that have been stolen from King Arnid of Ix by the evil Count Vladimir.

You can play the adventure singly in which case it is just a straightforward text adventure or you can play with up to five other people. You are asked how many moves each player can make (up to 9) before his turn ends. A player does not have to use all of his moves, but can wait instead which has the effect of increasing his stamina. One annoying feature is that incorrect inputs,

misspelt words or using words not understood by the computer counts as one of your turns.

You can attack other players if you want to. Combat is resolved by waiting for a "Strike now" message to appear on the screen and then pressing a designated key before your opponents hits his. This continues until one character is dead or withdraws.

The atmosphere created by the game is minimal. In the multiplayer game, extra exits from locations appear which is totally illogical. You can get hints but these tend to be of the "Don't swim in the lake"

(which is full of pirhana) variety. The parser only checks the first three letters of a word and so the vocabulary is quite limited.

The game will stand and fall on whether or not the multiplayer aspect appeals. Personally, I find it awful. The idea of being sent out of the room whilst five other people make nine moves each holds little attraction. Sorry CRL, I didn't like this one at all.

PLANET RATINGS

Storyline	2/5
Atmosphere	1/5
Difficulty	3/5
Value for money	1/5



31. As you are walking down the street to the inn, you are accosted by a beggar who demands "alms for the poor". You suggest that he tries the nearest second hand shop but he merely spits on your boots and repeats his demands in a louder voice. Do you give him any money?
 Yes — 6
 No — 17

32. The woods thin out here and you see a small clearing with a large tree in the centre. Hearing a noise, you hide in the undergrowth and see an orc dragging the carcass of a deer up to the tree. They then seem to vanish.
 To investigate the tree — 28
 To go N — 53
 To go S — 5
 To go E — 21
 To go W — 36

33. The troll has an SR LP of 11 15. Trolls can however regenerate and from the fourth combat round onwards, it will regain one LP/round.
 If you win — 29
 If you lose — 21

34. You are lost in the thick woods but this area seems impenetrable.
 Go to — 53

35. Amongst the bones of the crabs previous victims, you find a scroll case containing a fireball spell and a beautifully crafted sword giving you +1 on your die rolls.
 Go to — 1

36. You are lost in the thick woods.
 To go N — 27
 To go S — 5
 To go E — 53
 To go W — 25

37. You prise out its teeth, pleased in the knowledge that your little green friend is halfway to being returned to normal. All you've got to do now is find the ring. Don't miss next month's issue of Gamer.

MAGICIANS CURSE

38. You search the room and find a couple of small gems worth 300 marks each. There is also a potion marked fire resistance. Go to — 10

39. This is the private quarters of an orc chieftan. His eyes burn bright red as he grabs his black scimitar. He has an SR/LP of 9/12. If you win — 38. If you lose — 21

40. You are lost in the thick woods. To go N — 27. To go S — 53. To go E — 32. To go W — 36

41. The passage ends in a store room. There are sides of smoked venison and other foods here. If you want to eat — 7. If not — 10

42. There is a well worn track leading east in the general direction of the Black Hills. After a couple of miles, you overtake a weather-beaten man sitting on a stone and eating a packed meal. You pass the time of day and he invites you to share his meagre rations. You walk along together for the next few miles, when you become aware of a hand on your purse. Do you threaten him or attack outright? Threaten — 14. Attack — 9

43. With much clumsiness you release the springs in the locks. Giving the elf time to get his circulation back, you hatch your plan. When the guard next comes in, the elf jumps him and you attack him. He has an SR/LP of 6/6. Remember, you are weaponless so subtract 2 from all your dice rolls. If you win — 48. If you lose — 21

44. There is a large pool which appears to be used for drinking water. The water is clear and there are a lot of bones at the bottom of the pool. If you wish to examine the bones — 23. If not — 1

Title: The Worm in Paradise
Computer: C64, Amstrad, Atari, BBC, Spectrum, MSX
Supplier: Level 9
Price: £9.95

You begin the concluding part of the Silicon Dream trilogy in paradise. A beautiful garden full of beautiful plants but soon you look for a way out. You bite into an apple revealing a worm that grows and grows until it smashes through the garden wall. Although this is just one of the many dreams available to you in the Dream Paradise you realise its meaning — you want to get out of the 'paradise' that is Enoch.

It is 100 years since Return to Eden (part 2 of the trilogy, Snowball is part 1) and man lives in cities scattered all over the planet. Enoch is the smallest.

It's a city where all the work is done by robots and man is left to leisure. After reading the cassette inlay you realise that the robots don't serve man — man has been reduced to a robots pet. Above in space the robots are busy colonising galaxy after galaxy.

It is supposed to be impossible to break the system but nobody has tried — why should they? After all it is paradise. You, the worm in paradise, try.

Your attempts to discover the secrets of the city and indeed save the planet are played using one of the most advanced adventure systems.

The game features a vocabulary of over 1000 words that can be strung together to form impressive sentences such as "South,



Title: Philosophers Quest
Computer: BBC B
Supplier: Acornsoft
Price: £9.95

Acornsoft's range of adventures are pretty much the creme de la creme of adventures for BBC B owners. They are text only, with some of the most fiendish puzzles ever set in adventures.

The first thing that strikes you about

42

Philosophers Quest is that you are in at the deep end right from the word go.

Your starting location is in a little shop, which contains four, somewhat intriguing objects. OK you may think, let's just get those objects and off we go — but hold on a minute. You can only take three of them from the shop. Which three you take is up to you, but later on in the game you will realise that you need all four. I won't spoil the game by giving anything away, but the answer is very logical.

Another problem that

will tax you to the limit is the one you encounter when you are at Picadilly Circus. Suddenly you are told that you are unsure that you really exist, and that you have therefore ceased to exist. It is at times like this that you realise Philosophers Quest is not the run-of-the-mill type of adventure, and quite a bit of lateral thinking must be employed if you are to finish it. Once again, the solution to the existence problem is very logical!

The Tavern has received quite a few pleas for help

ADVENTURE

Examine tree and climb it. Take apple and bite it."

The result is a bewildering adventure packed with fiendish puzzles set in locations that are not only described fully in text but also illustrated with graphics.

Then as an added bonus the game includes a multi-tasking facility so that you can continue adventuring as the pictures are drawn!

You begin the game totally broke and so your first task is to get some

cash. This can be obtained from the hospital by selling some of your non-essential body parts. Although gruesome this is essential as you will soon run up debts. Owe too much and you'll be arrested and recycled to pay off your creditors. Everything in Enoch is run at a profit including the police consequently you will probably be fined quite frequently.

It took me hours to get anywhere in the game and that was with the free hint

sheet that Level 9 will send to adventurers desparately stuck. I have now persevered and progressed further but you'll have to find your own way.

You'll find the challenge well worth the effort.

PLANET RATINGS

Storyline	4/5
Atmosphere	4/5
Difficulty	5/5
Value for money	4/5

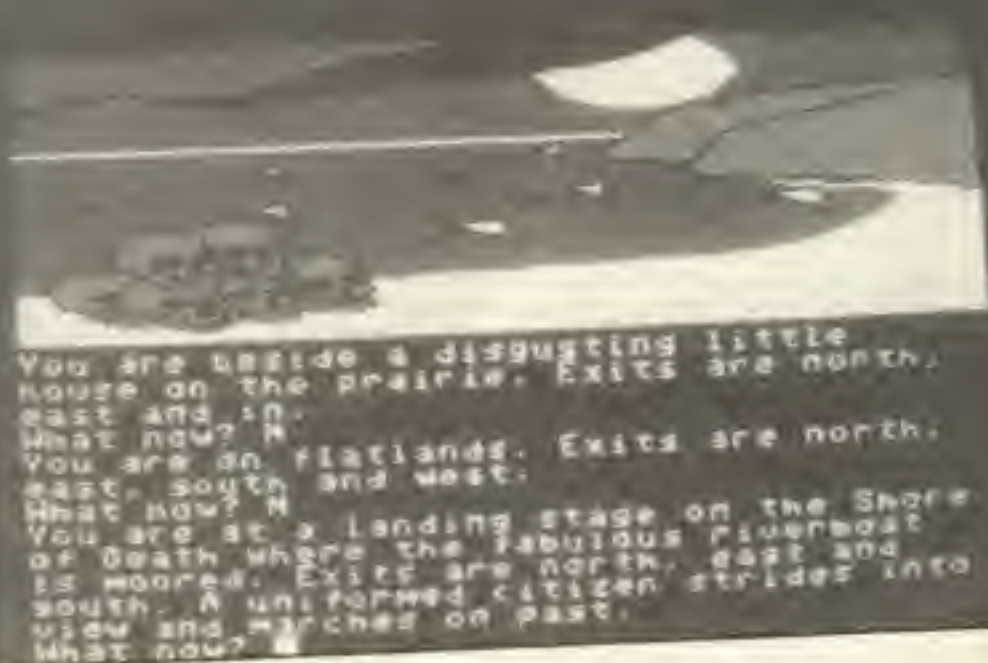
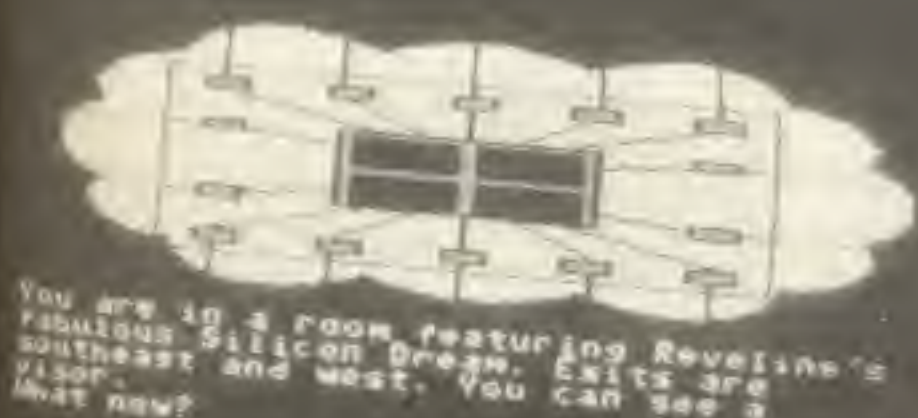
45. The thief thanks you profusely and decides to head off in the opposite direction. The ring is indeed one of protection. Subtract one from all your opponents dice rolls. Go to — 12

46. This passage leads to the quarters of two ore guards. They are immediately alert and you must fight them each in turn. They have SR/LP of 7/8 and 6/9. If you win — 19 If you lose — 21

47. You are in the Dancing Kobold, the local inn. You book a room for the night and spend the evening gossiping and chatting up the serving wenches. Amongst the rumours that you hear is that there are some strange goings on in the Black Hills, but no-one is prepared to say more. As you get more and more drunk, so you become freer with your money and when you leave the next morning, you find that your purse is lighter by some 150 marks. Go to — 2

48. The elf thanks you for your troubles and says to be sure to look him up if you ever in that part of the country. With that he slips away into the dungeon. Go to — 11

49. The passage continues to the east. Something gives under one of your feet. You hear a click as the trap is sprung. A huge net drops from the ceiling and you are totally entangled. Two ore guards rush out to see what the commotion is. Seeing your predicament, they gloat and cackle as they drag you off to the dungeon. Go to — 51



with this game, and I expect a whole lot more from all the other BBC adventures that are going to rush out and get this program.

Don't be put off by the somewhat strange logic needed to play this game, as it is without doubt one of the finest adventures ever written for the BBC, and is therefore highly recommended.

PLANET RATINGS

Storyline	5/5
Graphics	N/A
Atmosphere	5/5
Value for money	5/5

43

MAGICIANS CURSE

50. The path continues east up a hill where it disappears into what appears to be a small wood. On entering the wood though, you discover that it is a lot thicker than you thought and you are soon lost.
Go to — 27

51. You get thrown into a dark dank dungeon. As your eyes get accustomed to the gloom, you see that you are not alone. Chained to the wall in a very sorry state is a filthy figure of an elf. He looks delighted to see you and says that if you will help him, he can help you escape. If you can pick his locks, he will help you overpower the guard. Do you have any lock picking equipment?
Yes — 43
No — 20

52. The path continues upwards until it stops in front of a small cave. A ragged old man is stirring a pot on a low fire. He is somewhat startled to see you but recovers quickly to greet you. "Good day traveller. I don't get many visitors in these parts. Stop and eat with me and tell me news of the world."
If you want to stop — 3
If not — 12

53. You are lost in the thick woods.
To go N — 34
To go S — 27
To go E — 5
To go W — 36

54. You are returning from your adventure with mixed feelings. On the one hand, you did defeat the evil ogre and now possess 1000 gold marks for your trouble. On the other hand, you also own a large green frog! This used to be your comrade in arms until an unfortunate encounter with a malevolent sorcerer. You are heading from the town of Doriden, there to seek out the services of a hopefully more benign man of magic who might help your little green friend in his hour of greatest need.
Go to — 26

Title: Masquerade
Computer: C64 (disk)
Supplier: US Gold
Price: £14.95



US Gold continue their series of All American adventures with a detective thriller called Masquerade. In it you play a detective on the trail of a Mr Big. Unfortunately the trail goes dead. Then suddenly your hopes are fired by the discovery of one of his hoods who you trail to a seedy hotel. The adventures begins with you crouched over his crumpled body in his room.

Searching the body gives you a new face to evade scrutiny from his colleagues, a mysterious bleeping box, a telegram containing a puzzling message and his "kill anyone, anywhere" business card. In fact clues that do nothing to solve the mystery but just add more to it.

Your problems develop as you discover a ringing

phone, complete with bomb, which is for yooohooo, a zoo populated by a violent guard and psychotic popcorn salesman who shoots you if you don't have the money for his popcorn. This is unfortunate since you don't have any money as you gave your last dollar to the guard to let you in.

The game is illustrated beautifully by some superb graphics (similar in style to those in Lucifers Realm) that can be turned off should you hear any text only fanatics approaching.

Actually solving the game will require some time though. The all too brief instruction leaflet provides some clues in its "some of the verbs and nouns you might try" section. This will start you off but beware as it will also guide you to climb over a fence that just happens to be electric.

A good adventure which makes a pleasant change from monster bashing and alien zapping.

PLANET RATINGS

Storyline	4/5
Atmosphere	3/5
Difficulty	3/5
Value for money	3/5



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BY MARK RICHMONDSON



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CO

If you've followed our Play by mail series from the start or just started reading *Computer Gamer* here's your chance to try an exciting new hobby for only a £1.

What are PBM games?

PBM games are adventure style games that are played between hundreds of players spread throughout the country, if not the world.

Every month each player send their orders to central Games Master (GM) who processes the turn and sends out game reports to all the players.

The games that are possible using this system are as varied as the companies that run them and range from tribe based, fantasy adventures to galaxies full of aliens.

Although extremely enjoyable, PBM games can be a little expensive with charges being made for the players initial setup in the game and a fee for each turn after that.

PBM UPDATE



Start the New Year by playing a PBM game. Computer Gamer and KJC games offer you the chance to try one for only a £1.

Special Offer

KJC games and Gamer have teamed up to offer you the chance to try a PBM game for a fraction of the normal cost.

The game in question is called *It's a Crime* and pits you as a gangland boss trying to get control of an American city. Unfortunately about 500 other bosses have the same plan so you'll soon find a need for your gangs of hitmen.

It's a Crime will normally cost only £5 for 8 turns making it one of the cheapest games to play. Now we are offering you the chance to try it for only a £1.

This £1 will cover the costs of your setup fee plus your first 2 turns. Plus if you're one of the first 500 to take advantage of this fantastic offer you'll get an extra 2 free turns. That's a setup fee plus four turns for only a £1!

All you have to do to sign up for the game is to fill in the coupon below and send it to:

It's a Crime,
Computer Gamer Offer,
No. 1 Golden Square,
London W1R 3AB.

Remember the first 500 get an extra 2 free turns so send your coupon to us today. To miss out on such an offer would be a crime!

Important

Taking advantage of this offer does not commit you to play a full game of *It's a Crime*. If you haven't enjoyed playing by the end of your turns then you can quite simply drop out of the game.

This we feel is unlikely and if you decide to continue playing the cost will revert to the usual 8 turns for £5.



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Address

Age

I enclose a cheque/postal order addressed to KJC Games for £1.



ADVENTURE HELPLINES

More help for ailing adventurers plus news of the first British PBM convention.

Q

Dear T.T.
I have read your series of articles on PBM games with great interest and appreciate how they can be more complex and enjoyable than computerised adventure games. My problem is how do I choose which game to join and do I have to commit myself to a game that could last months?
Henry Gall, Brighton.

A

Answer: Your letter is typical of many that we have received since we began PBM Update in June. Choosing a PBM game is much the same as choosing an adventure, look around until you find one that appeals to you and there's plenty to choose from.

For example you can rule a whole tribe of warriors in Tribes of Crane, an alien race in Starweb or perhaps be a gangland leader in KJC's new game called It's a Crime.

It's a Crime has been specially written as a game for people new to PBM gaming and as such is less complicated and cheaper to play. We at Gamer have made it even cheaper and you should find a special offer to join this game in this issue.

Most PBM companies will ask for money from you to cover the cost of a few turns. This is usually about £10 and is mainly for convenience only so you don't have to send money every time you send in your orders. It also caters for the special reports (for example the result of a battle) that can occur without warning.

When you join a game you don't have to commit yourself to playing it to its conclusion and you can dropout if you find you don't like it. Obviously this can effect the game for the remaining players and so should be avoided if possible. However I feel that once you start playing a game you'll be hooked for life.

Stop Press

We've just received information about the first British PBM convention that is to be held on February 15th at Islington Town Hall in London. The nearest tube station is Highbury and Islington on the Victoria line.

This looks like the ideal place to meet and talk to PBM companies and gamers and to sign up for a game. Especially since the companies will be offering a free turn to anyone signing up for a game on the day.

The convention will cost £1.25 to get in and further details are available from the show organiser Mike McGarry, 2 David Court, Lansdown Road, London N17 9XW.

Q

Dear TT,
Can you please help solve a problem I have in Zork. There is a room in the mine that I cannot enter because I am carrying too much equipment. But if I drop my lamp, I get eaten by a grue. What do I do?
Simon Trollope, Sheffield.

A

Answer: You must find another light source which

can then be lowered down in the basket. Watch out for explosions though.

Q

Dear TT,
I know it came out ages ago but I am still stuck in Artic's Golden Apple. I can't get past the ghost in the cave.
Keith Slater, Epsom.

A

Answer: Turn your light out, then the ghost can't see you. It's as simple as that.

Q

Dear TT,
How do I get past the Troll in Infocom's Wishbringer? It says to pay in gold but when I give it the gold that I found in the fountain, it throws it back saying it's no good.
Kim Hartfield, Leicester.

A

Answer: Open the can that the old lady gave you. The gold's for another purpose.

Mr A. Mackey of Plymouth wants any help we can give on Hutchinson's excellent icon driven Fourth Protocol.

1. Look up the file "Telephone". This gives you three numbers, the most important of which in the early stages is that of the Blenheim office.

2. Phone Blenheim and examine the files Nato 1-5, MOD, Foreign and Cabinet. This gives you a list of people who had access to all documents and a photocopier. Using this information, you should now be able to narrow down the list of suspects.

3. Put the maximum number of watchers on Abbs and when asked what to do, enter "turn Stanistav".

That should keep you quiet for a bit Mr Mackey.

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EARTH WOOD



In EARTHWOOD, twenty-five players compete to be the ultimate ruler by controlling all the developed cities, either singularly or with an alliance. A typical game will last about 18 months with the first knockouts usually starting after six months.

Each player is either a king of a fantasy race or powerful charismatic character. Your character or king controls several groups each of which is totally independent of each other. You can recruit trolls, wildmen and others into your armies, and even control powerful creatures such as dragons. Your characters will capture and control cities, upon which you can spend gold to improve security, increase your workshop's production, build defences and maintain and enlarge your army. With gold your wizards undertake magical research, learning new spells. Spies search out enemy strongholds and then attempt acts of sabotage, theft and assassination. These are just a few options available to a player in EARTHWOOD.

EARTHWOOD is computer moderated but the turn sheets and replies are written in plain English so that you can easily understand them. No need to look through complex charts and code books to understand this game.

KJC GAMES

To enrol in Earthwood send £5.00 cheque/PO payable to KJC Games. For this you receive the rulebook, setup and first three turns. Future turns are £1.50. Send to KJC Games, P.O. Box 11, Cleveleys, Blackpool, Lancashire, FY5 2BD.

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Computer GAMER

All entries to our on-going hi-score competition should be on the most recent form and only one entry per person per form. All entries should be witnessed and forms must be filled in correctly.

In the comments section you can include any points that you would like to make about the game, how you did it, a hint perhaps. The best hints will go into our main hints section.

All entries, as usual, to:

**Computer Gamer
Hi-Score
Argus Specialist
Publications
1 Golden Square
London W1R 3AB**

Good luck...



HI-SCORE COMPETITION CHART

Game	System	Scorer	Score
Action Biker	C64	Chris Wright	22496
Snapper	BBC	Mark Simon	172000
Chuckie Egg	Spectrum	Ian Harrison	3021010
Chuckie Egg	Electron	Mark Simon	457000
Chuckie Egg	BBC	Andrew Neck	2554960
Knight Lore	Spectrum	A Parkinson	98%
Decathlon (Ocean)	C64	Stuart Pimblett	181786
Decathlon (Ocean)	Spectrum	Denis Bicheron	839871
Decathlon (Ocean)	Amstrad	Colin Adams	1034660
Decathlon (Microsoft)	IBM PC	Dave Rendle	8765
Hypersports	Spectrum	Stuart Marston	113041
Confusion	Amstrad	Simon Green	47500
Pole Position	Atari	Dominic Anderson	136650
Pole Position	Spectrum	Denis Bicheron	63800
Pole Position	C64	Noel Reynolds	121480
Pole Position	BBC	Gerard Kearney	111450
Elite	BBC	D Codrington	13437772Cr(Elite)
Elite	Electron	Graig Burbridge	824559(Elite)
Ghostbusters	C64	P Harkins	\$999900
Cyclone	Spectrum	A Parkinson	62020
Seaside Special	C64	Mark Watkins	2362000
Bruce Lee	Spectrum	Sam Swift	6000000
Bruce Lee	C64	Keith Nicholson	1185650
Dropzone	Atari	Stephen Lakey	1140230
Donkey Kong	Atari	Mark Watkins	97260
Spy Hunter	Spectrum	Alan Hopley	2720000
Spy Hunter	C64	Chris Beckett	202625
Jet Pac	Spectrum	Chris West	1231670
Pitfall II	C64	Martin Dennett	177788
Commando	C64	Gary Moffat	665400
Raid Over Moscow	C64	Lee James	225900
Raid Over Moscow	Spectrum	Mark Henley	279950
BC's Quest for Tyres	C64	David Jolley	8455
Staff of Karnath	C64	Kevin Mundow	7.22
Defender	Atari	Michael Davies	527950
Impossible Mission	C64	P Harkins	31445
Xcel	Spectrum	Graeme Divine	88% (5 planets)
Zalaga	BBC	Paul O'Malley	15007810
Frak!	BBC	Paul O'Malley	20000200
Frak!	C64	Gary Hodgkiss	99500
Beach Head	C64	Noel Reynolds	866000
Beach Head	BBC	Glenn Chegwiddden	295600
Starquake	Spectrum	Leif Findlay	217671(70%)
Super Pipeline II	C64	Richard Haworth	138510
Blue Max	C64	Chris Beckett	16000
Hopper	Electron	Mark Simon	14722
Zaxxon	Atari	Simon Jones	119130
Zaxxon	C64	Jason Peterson	96950
Defender	Atari	Stephen Lousey	142000
Chop Suey	Atari	Alan Wheatley	185750
3D Starstrike	Spectrum	Ian Harrison	47237010
Sabre Wulf	BBC	Andrew Maskery	310450
Sabre Wulf	Spectrum	Matthew Barrick	99%
Exploding Fist	C64	Simon Johanessen	214000
Exploding Fist	Spectrum	Karl Winterbottom	538200
Exploding Fist	Amstrad	Sean Brady	32600
Jet Boot Jack	Atari	Hakan Akbas	3660

HI-SCORE

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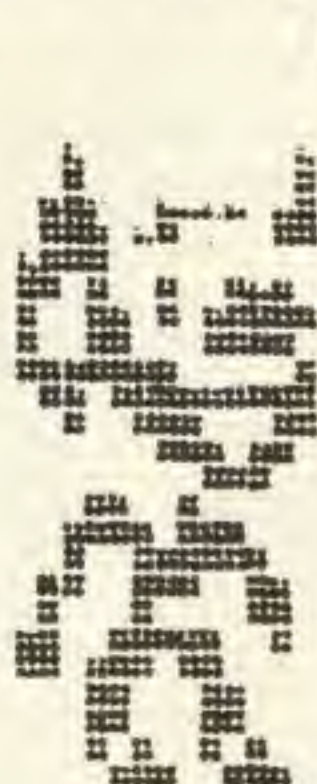
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How to Enter

All you have to do is study the graphics of the characters in Spellbound and decide which ones match the following character names. Then write your answers on the entry form along with your name, address and detail of which game and T-shirt size you'd like to win.

For example if you thought that character A was the banshee then write 1 next to A on the entry form.

Then to help the judges, write your answers on the back of your envelope and send it to:

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All entries should reach us by March 24th.

- 1) The Banshee
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- 5) Samsun the Strong
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COIN-OP CONNECTION

Konami have been up to their old tricks again with an excellent game called 'Nemesis'. Mike Roberts and Eric Doyle investigate.

Nemesis is the most recent game to be on general release from games' designers Konami. It is a mix between Defender, Scramble, Atlantis, and every other horizontal scrolling game you can ever think of.

You merrily blast your way through wave after wave of nasty aliens, occasionally a supply pod will show up and you can pick it up for an additional facility for your ship.

These extras, are displayed on a list at the bottom of the screen. As you collect a pod, the highlighted item on the list increments. Pressing the

select button, will select that item for your ship. The highlight goes back to the beginning of the list and you start after more pods again.

The facilities that you can use are high speed — a booster for your manoeuvring engines, this can be selected five times for really fast moving Missiles — enable the missile button. Double — a non-laser mode, this enables you to shoot upwards as well as forwards, useful for the gun batteries on the roof of the tunnel. Laser — this changes your gun into a rapid firing laser, incredibly useful slices through aliens like a hot knife through butter.

Multiple — this gives you an extra gun, up to four, every time it is selected, slices through aliens like many knives through butter.

Shields — give you forward shielding against everything, lulls you into a false sense of security as attacks from the rear still can get you.

A very good game, and despite its high purchase price for the operator I think that there will be a lot of interest in this game.

Another game that struck me as being rather good is called Tank. Tank has a novel joystick to control it, there is a knob on top of it to control the turret, so when you move the stick the tank will face the direction you are driving the stick, but the main gun will always remain in the direction that the knob is pointing.

You have two fire buttons, one for the machine guns, which point in the direction of travel. And the main gun, explained earlier.

What you have to do, is to make your way from your landing craft and across various scenarios to the end of the game. A map



Tank

Timber



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Nemesis



Violent Run

is displayed at the end of every life, and it looks pretty huge.

Trying to stop you are soldiers and other tanks, the machine guns and your tracks take care of the soldiers, and your main gun should take care of the other tanks. One gruesome point is that when you drive over the enemy soldiers they splat and spread red smears on the screen until they magically disappear.

The whole thing reminded me of Commando after a while, and it is certainly approaching that sort of quality.

Timber, by Bally Midway, is a highly original game based on (surprise, surprise) chopping down trees. You play a lumberjack (and I'm OK, I work all night, and I sleep all day...) that has to chop down trees that magically sprout from the ground. Various things try to stop you like a bear that throws beehives at you, and trees that fall on you.

In the two player game you have to chop more trees than your opponent. Bonus points are awarded for felling a tree onto you opposite number.

Everything is against the clock and there is a bonus for time remaining and an angry foreman if not. In the two player mode (both play at the same time) the losing player gets beaten up by a different method every level!

There is a bonus screen between levels where the player tries to stay on a rolling log. A highly enjoyable game.

Violent Run from Eastern Corp, is a Spy Hunter-ish type of game where you have to smash all the baddies off the track and collect up the lettered cars to make the password to get into the military zone to rescue the princesses! Got all that? Good. The game itself is straightforward with all the things that this type of racing-destruction game has. Mad Max rides again.

Next month we bring you an exclusive report from the ATE show at Olympia, the biggest manufacturers and sellers show in Britain.

Once again much thanks to Dieth Leisure for letting us disrupt their pastoral existence.

HINTS

A bumper hints this month as we explain about those christmas presents. Let Mike Roberts and Graeme Devine tell the story...

The Last V8

The Last V8 is an incredibly difficult game to start to play, and to begin with you can't help thinking that the time limit is too short. However, after practice you can actually complete section one before the warning siren goes off.

When you start the distance odometer says 4.5Km to go. This seems like an incredibly long way, however, the bunker is only 2.5Km away, so it isn't that bad.

The initial straight you start on should be taken at full speed. Take the speed up to the maximum 450kph wait a second and pull the joystick down to start to turn the car left to prepare to turn the first bend. Remember you should start to turn before you even see the corner! The corner can then be taken at full speed likewise the second corner, then you are in the last high speed straight. Luckily the programmers decided to change the road markings at just the position that you need to start your maximum braking to take the twisty bits that come next. There is a medium left hander and then a short straight. These can be used to slow the car down to the usual operating speed for the rest of the track.

The instructions relating to the steering look like they have been translated to English from Sanskrit or something. What they mean is that the joystick direction increases the acceleration component in that direction, the longer the stick is pointed in that direction, the greater the change. So for the zig-

zagging sections of the track you have to be very careful and sort of stir your stick around to swing your car around.

Corners can be cut quite easily, you can't hit any of the objects or hedges, but the grass is fair game. There are some chicanes that can be treated as pure straights, just by lopping off some corners.

The most important application of this is when you get to the last bend alongside the river and just before the bunker, you can chop off most of that last area of grass.

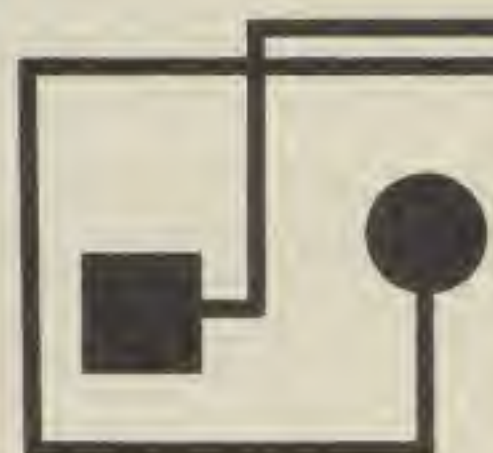
Drive into the bunker and you go onto section two. Remember that you can hit the sides of the



bunker as you drive in, because the surprise of finishing the course for the first couple of times that I did it, caused me to drive into one of the walls!

The next level is the really difficult one. You are in the bunker and have to return to your base. However, certain areas in the base are radioactive. So in this level you have to watch your fuel level and your shields. There is no time limit, except that caused by your running out of fuel.

Therefore, the aim of this section is to get to the base in the shortest distance, and going through the least number of radioactive zones. When you hit an irradiated area



an audible signal is heard. Going through these areas at a higher speed will reduce the amount of radiation received.

In one or two places there is a choice of routes, plan carefully, because the shortest route may be the most radioactive.

This section needs a lot of map making, and the route to travel is NOT the one that the demo goes through. This is just a sun-burnt herring! The correct route is through the following zones: A, G, F, J and onwards. I'll leave the details up to you!

Nemesis

Nemesis, reviewed in the Coin-Op section of the magazine, is an arcade game, but, we thought that you might like a few pointers on how to start the game.

As far as I can see the first two sections follow a set pattern. Learn the pattern, and you're set up for the rest of the game.

To start with you are out in space, this is before you get into the cavern. Saucers come at you in waves, if a wave is destroyed, you will get an accessory pod. The first wave starts at the top right of the screen. Move yourself to about one third of a screen length from the right of the screen and line yourself up with the bright white star/dot that travels along the screen right to left. Fire like crazy and you should knock out the saucers. When the last one is destroyed, move forward and pick up the pod, press 'select' to increase your manoeuvring speed, and drop down to about the same distance from the bottom and right hand side of the screen. You should then be able to despatch the string of saucers that appear there.

The next set of saucers that appear, should come from the same position as wave one, wave four from where two came from and so on, alternating positions, until you have cleared all the waves. Next come the fighters, two waves of three. These are very slow and can be eliminated with single shots. Next comes another wave of saucers, knock out these (ignoring everything

else that is appearing around you) and pick up the pod and press select. This arms you with the rapid firing lasers, this is the best thing since sliced bread (depending on whether you like bread sliced or not!).

At this point you should be near the bottom of the screen and towards the left. Keep fire pressed and move to the top and then back to the bottom of the screen again, ignore all pods while you do this until all on screen objects have been cleared. When all is quiet go and harvest the three or four pods that should be coming towards you (if you've knocked out everything before it has got away that is).

By this stage the screen will be filling up again, swinging up and down scything your way through with the laser and picking up pods.

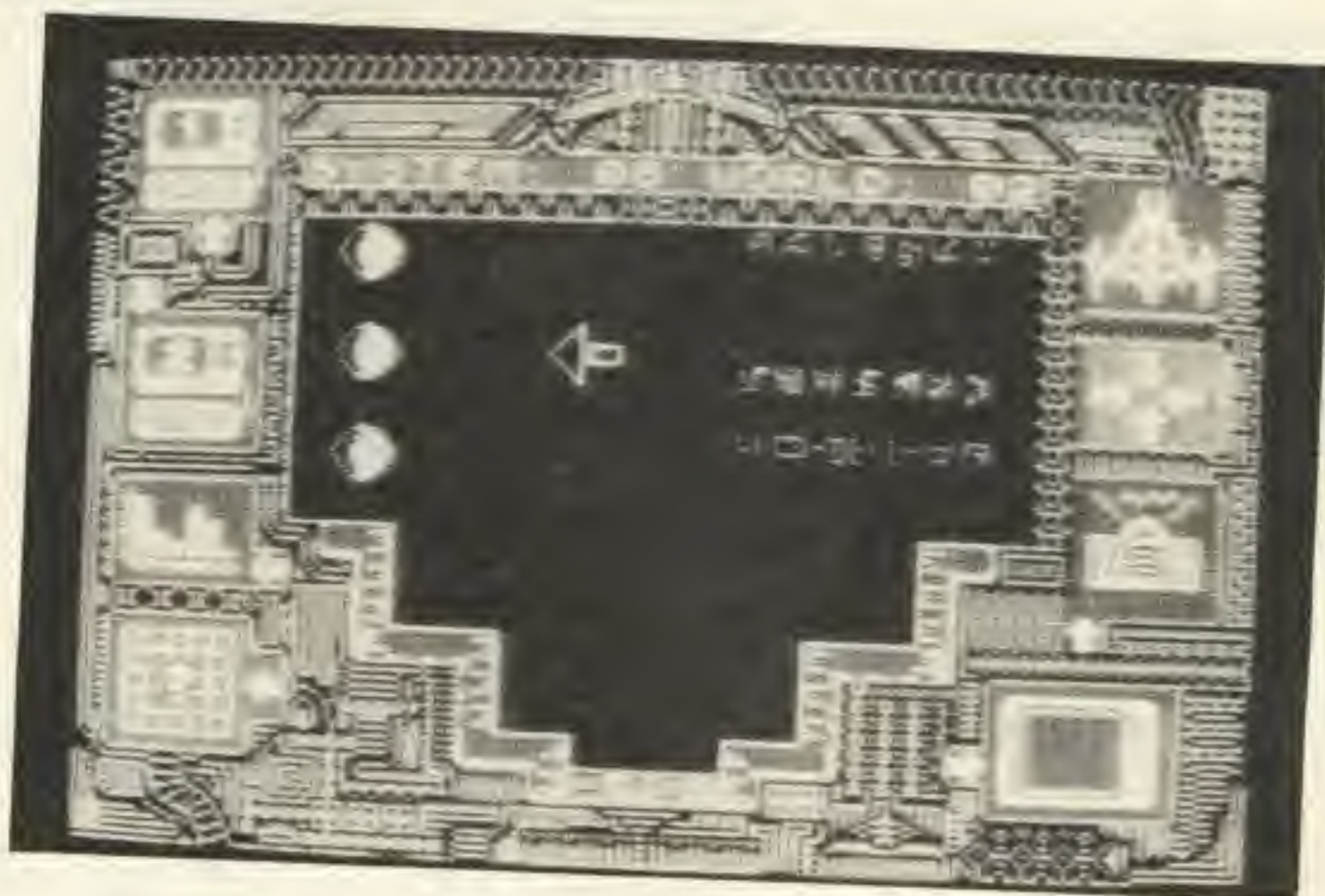
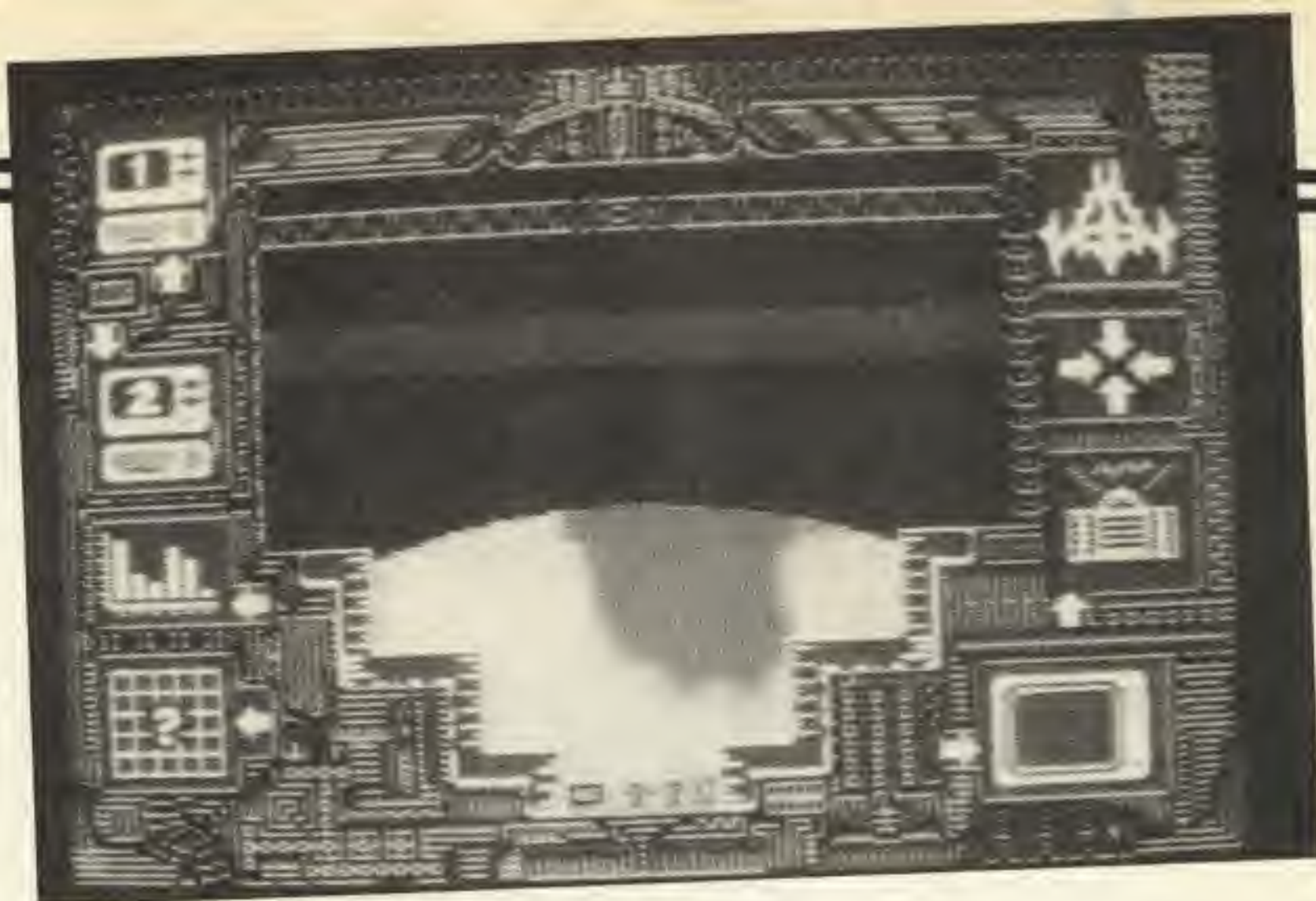
Around this time, the cavern should appear with ground batteries to deter you and small R2D2-like robots. A cluster of these robots will appear on the edge of the cavern at the bottom. Blast these and one or two pods should appear. Pick these up and press select and you should get double lasers, but check your list first in case you missed a pod.

Double lasers are incredible, playing with these is like charging through with a combine harvester, everything just disappears.

After this the patterns get more random though the AA guns seem to follow the same routes. Watch the one at the top of the screen. Often it will yield a pod, but you have to go so far back to pick it up, that a baddie can get you from the rear. Whilst attacking robots, it is worth knowing that you can fly underground!

After the cavern you will come to a pair of volcanoes, the game will stop with you between the two peaks. And guess what happens next? Yep, you guessed it, the volcanoes erupt. Initially blast the boulders to the right and avoid the boulders to the left, for extra points, but eventually it gets too cluttered so move vertically upwards until you are just under the roof, here is a 'dead spot' where the boulders cannot get you.

Soon the eruption subsides, and the mothership emerges, firing a barrage at you. You must avoid these blasts and knock out the panels in the centre of the front of the ship. From this you progress onto the next section — but, I will leave this up to you...



Xcel

Amongst three-hundred planets lie thirty Sentinel Bases, your object is to locate and destroy all thirty. To help you, you have an alien computer, which tracks a sentinel planet, the only problem being that it talks to the player in alien. To get the meaning, the player has to play the game more or less blind, until he/she stumbles upon a Sentinel Base, and recognises some change.

When attacking the planet surface, remember that the object is not to blast everything in sight, but to just complete the maze, being very accurate about your shots. Your score is based on a hit/miss ratio system, so the more accurate you are, the higher your score. If you have a low percentage, a

good idea is to shoot accurately as many of the easy targets as possible.

There are four kinds of network defences, the trisyncs (magenta) are the easiest, the best idea is to line up just left of centre, and blast as many as possible as they come down. You need to blast twenty before you can exit to the next level.

The bit-fighters (green) are slightly harder, these sometimes appear on non-Sentinel planets, normally indicating a higher technology area. The best bet with these is to pick them off a few at a time. You have to shoot thirty to pass through to the next level.

The Mirobs (yellow) are nasties, these continually dive down, thus making them very difficult targets. However, when they first appear, they hang around for longer than usual, take advantage of this and get as many as possible before they dive. You need to terminate thirty of these before starting on the next level. Note, these only appear on Sentinel Base planets.

The Iratas are the Sentinel Bases' final line of defense, after this you've made it, unfortunately these robots have very advanced intelligence systems, and can track you anywhere, they are also very fast, this makes them nigh on impossible to get through, and with thirty five to shoot, it's no wonder no-one ever lives to tell the tale of seeing them. Your only hope lies in keeping to the centre of the screen, never go to the sides, this is where the attackers can kill you easiest. When one is above you, fire constantly, forget hit/miss ratios, just fire constantly, and if you are very lucky, you can kill one.

Computer Two, the map option, can give away some clues as to the positions of Sentinel Bases, remember that the first system is meant for practice, so there are no Bases around there, in fact the closest Base to the start is in system ninety eight, planet two. This is also a fairly easy map set-up, so there are no navigation problems.

58

Although the storyline to Xcel is fairly strong, the game does not hold the key to the problems of humanity, this is yet to come, the final barrier between humans and humanity is not contained in one mere episode.

The alien language in Xcel is also real, from the numbers to the "word characters", everything

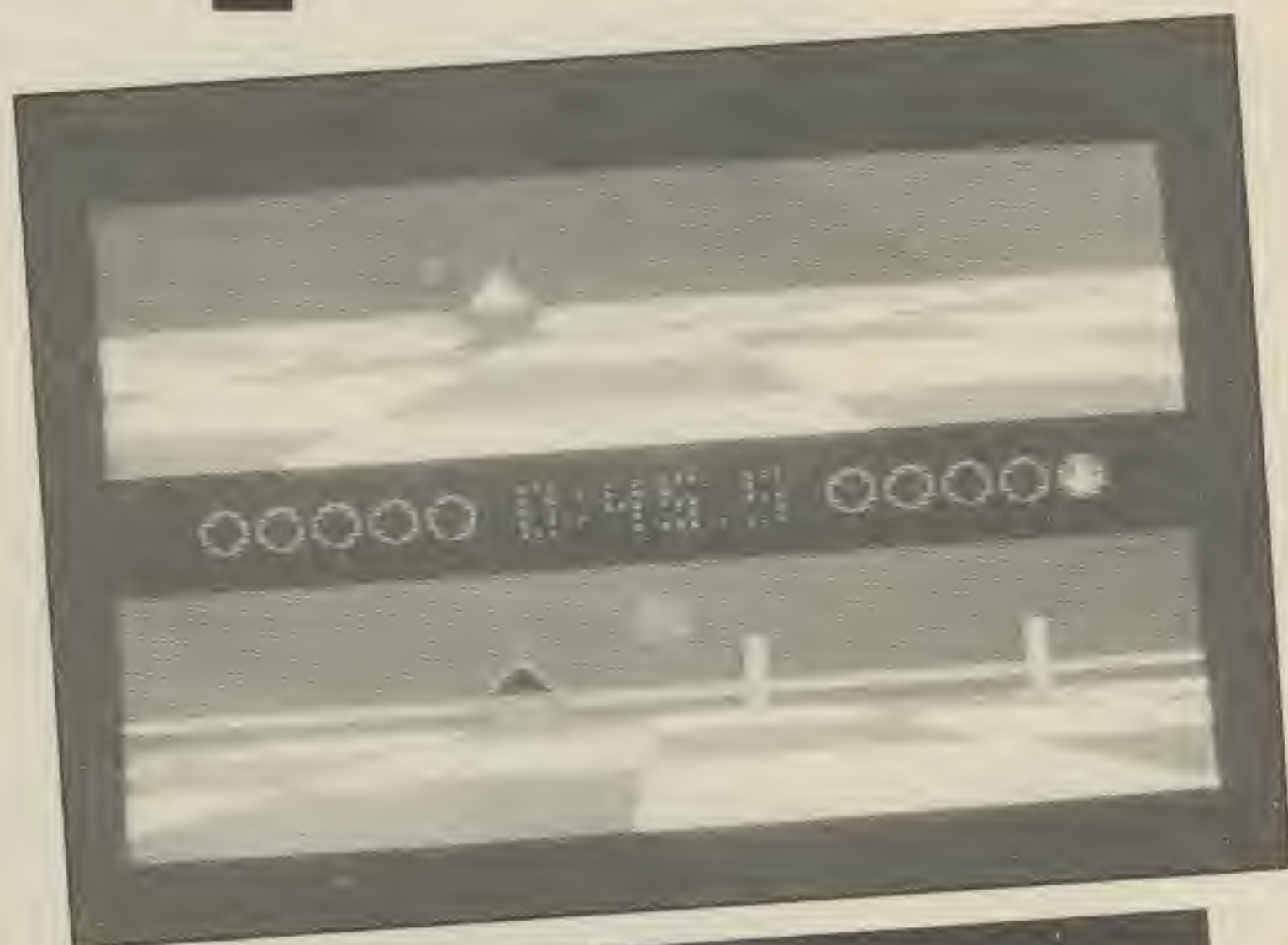
has a meaning, some of the characters are ex-V, some are just made up, but the majority are based on the old Inca writing system, but brought right up to date, the number-base has also been changed to base ten, so as to avoid player confusion.

One point to keep in mind is that your ships' shields are based on the clock, when the clock trips over, back to zero, your game ends, this is not mentioned in the instructions, but it does mean that players have to be quick about their task.

Another point not in the instructions, is that you can only save a game six times, after that, you are on your own. This feature has been added, because many players re-save the game, over and over, taking away much of the skill involved.

If you should, by chance, lose a shuttle, you may have noticed that the communication square starts to flash. This indicates that a final sub-etha transmission to your ship from the shuttle has been made in order to stop the same mistake happening again. These hints may be useful for future missions.

The quest is dangerous and lonely, the odds are against you, but the war continues.



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Ballblazer

Ballblazer, the simplest, fastest and most competitive sport in the known universe. Its origins date back to the Great Madness, when there was still war. Today it is the game for every lifeform within the reception area of the ethernet.

The rules are simple, three minutes, two players, one victor.

To help you on your way to the esteemed position of Masterblazer, let's look at the set-up of the game itself.

The Ballblazer grid is a pattern of squares. Each square is five metres long. The grid is fifty-five squares long by twenty-one squares wide (two hundred and seventy five metres by one hundred and five metres). The grid is on an artificial, spherical asteroid. This curvature allows an object two metres high to be seen at a distance of up to sixteen squares (eighty meters). The grid is walled by an invisible inertia — reversing electro-boundary.

Each grid contains two rotofoils. These are designed to be either piloted by a human or a droid player.

The rotofoils skim the grid surface. Each has two-axis thrusters and can cruise along an axis at a velocity of ten squares (fifty metres) per second. They are capable of facing one of four directions, and can perform "rotosnaps", a high speed ninety degree turn. Rotofoils maintain their orientation by rotating the circular footpad to counteract the forces on the cab, thus conserving angular momentum. Rotosnap is initiated automatically by an on-board computer to keep the rotofoil facing the ball.

Each rotofoil has a "bumpfield" that automatically reflects all objects at a distance of two squares (ten metres) on a side.

The pullfield will activate when the ball is one-half square (two and a half metres) away from the bumpfield. The pullfield will pull the ball to a distance of one ball diameter away from the bumpfield, on the opposing players goal side. The rotofoil with rotosnap to face the ball. The pullfield requires energy to work, and so the rotofoils thrusters are reduced to twenty-five percent.

The pushfield will push the ball away from the player.

The game can be divided into two halves, offense and defense.

Offense

At the face-off always have your stick pushed forward, move out, and capture the ball. Don't blast the second that you get the ball, wait until you rotosnap around to face the goal, move towards it remembering that the goals will be moving in the direction that the ball was first fired in.

When the ball is aimed at the goals, blast. Remember that the further back you are the more points you get. After a while try some angle shots, by swinging the rotofoil from side to side, you can shoot the ball at an angle at the goal, this is handy for evading a blocker.

If you want to get the full three points, try this. Pull back with the ball until you can only just see the top of the beams, then blow the ball, the blast will bring you back over the horizon, and you will score three points.

If you are really good, you can dribble the ball, this is done by keeping your button down as you approach the ball, this means that you can go much faster down the field, when you want to score, simply capture the ball, line up and shoot.

When being pursued from behind, if you are clever you can knock your opponent right off course by letting him nudge your backside forcefield and at the same time fire your ball, you will be pushed back into the other rotofoil,

and, because all collisions are elastic, after the collision, he will be going backwards, and you will be going full speed towards the ball that your fired. Droids are very good for this tactic, since their intelligence can't handle the sudden change.

Defense

Not even a Masterblazer has the ball all the time, so a good defense is essential to any player.

If you are chasing the other player, don't get caught behind him, jam him from the side, and blast at the ball, when you free it, race to capture the ball, but remember the other player will try to do exactly the same, so you have to be fast.

You can tell the best time to blast by the buzzing sound that the forcefields cause, the louder the buzz, the more interference your blast can cause to the balls' position.

Blocking is harder, the trick is to cheat a bit and look at your opponents screen and see where he is going to go and get in front of him, keep him centred in your view screen, and try to keep in front of the goalbeams that you can see in the opponents display.

Movement

At first, roto snapping may cause some confusion, but try to make everything much more natural, don't try to fight a roto snap by plunging backwards or sideways, but use it to your advantage.

When playing advanced droids remember that they never move until the face-off music is over. So use this to move to one side of the centre, this may help you gain that extra ground towards the ball. As soon as the ball appears move forward, and to the side towards the ball, this will ensure that you get to it first.

When you are up close to the boundary, and you have the ball, to get back to the three point range, push forward and blast, the resulting backlash means that you can capture the ball on its rebound, this also confuses the other player, since he will roto snap twice, and will not know where he is facing.

Let play commence.

59

PROGRAM

S·U·B·M·I·S·S·I·O·N·S



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W.E.I.V.B.



Title: Rambo
Computer: C64
Supplier: Ocean
Price: £8.95



You are John Rambo and your mission is to obtain evidence that American soldiers are being held captive in the Vietnamese jungle.

You are dropped to the south of the suspected camp and have to fight your way through the jungle past enemy guards. Your CO's orders are quite precise, don't engage the enemy and don't attempt a rescue. You disobey the first of these orders when you cut down your first victim. The second goes as well when you find your old buddy tied to a bamboo cross in the POW camp.

You start your mission with three weapons, a self-repeating knife and normal and explosive arrows. On your route you will also find a machine gun and a box of grenades.

It's best to start with one of the silent weapons or you'll be swamped and your mission will end.

Your choice of weapons is displayed at the bottom of the screen which overlays part of the jungle scene.

According to the packaging the game includes a million square feet of jungle (to scale) but most of the action takes place around the POW camp.

Once you've found a way into the camp, past the barbed wire and gun towers, you must cut your buddy free then escape to a helicopter north of the camp then return as a hero to rescue the others.

Unfortunately, up to now, each time I've returned to die like a hero. But after a quick pause for a dead hero another Rambo lookalike is ready to take his place.

Having played Who Dares Wins and Commando before reviewing this game I was expecting just more of the same but the choice

Eecaans Star Guide

- Black Hole** — This should be avoided at all costs as anything that gets too close to it is immediately sucked into the vacuum. A game given this description is totally void of any interesting features.
- White Dwarf** — This is a small dying star that is now far from it's best. Any similar games may lack lasting appeal.
- Bright Star** — Like your sun, games given this description will be bright and interesting and will support intelligent life.
- Red Giant** — Brighter than a bright star such a game will have an outstanding feature or game system.
- Nova** — If you see a game with a Nova rating you should immediately rush out and buy it. Novas are bright and spectacular and can influence neighbouring planets.
- Supernova** — This is the ultimate in stellar systems for this incredible explosion of a star can effect entire galaxies. If a supernova game runs on a computer that you don't have then buy the machine and then buy the game!
- Nebula** — Although at first nebulae look bright and interesting they are in fact constructed totally from hot gasses. Beware of any game carrying this symbol as you will probably find it disappointing.

Planet ratings

Planet ratings are marks out of five for specific areas of a game. These include Originality, graphics, use of machine and value for money.

Originality — How original is the game? Is it a completely new idea or is it the 83rd version of Pac-man.

Graphics — Do the Graphics amaze your friends or send them to sleep.

Use of machine — does the game push the machines hardware to the limits or was it written in three lines of Basic.

Value for money — Is it daylight robbery or a steal?

Game symbols.

These symbols indicate which category the game belongs in. It is however possible for a game to be in more than one group in which case more than one symbol will appear by the review.

- Adventure
- Action
- Simulation
- Strategy
- Sports
- Wargame
- Number of players minimum/maximum
- Joysticks required/optional

REVIEWS

of weapons and the scenario of rescuing prisoners rather than just fighting through screens makes Rambo the tough-guy of this new type of shoot em up games. **T.H.**

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money



STAR RATING
Red Giant



Title: West Bank
Computer: Spectrum
Supplier: Gremlin Graphics
Price: £7.95



In the game based on the coin-op Bank Panic your job is to take money from the hardworking people of Soft City and protect it from the outlaws. Such is the life of a bank clerk in a wild west town caught in a gold rush.

The bank has twelve doors of which three appear on the screen at any one time.

are in a straight gun fight situation against three killers who you must shoot after they draw but before they gun you down. A big bonus score can be won in these fights as can extra lives but a mistake could lose you a life.

Assuming you survive it's back to the bank for more customers. These include Daisy the jewellers daughter (a real gem), Alfred and Joe Dalton (outlaws that you must shoot on sight), Bowie a



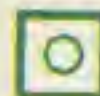
too simple but is ridiculously addictive as the combinations of the characters that are thrown at you will keep you on your toes and will guarantee that you will have "just one more game". **TH**

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money



STAR RATING
Bright Star



One of the games nine characters will then come to each door and you have to take the money from a citizen or shoot an outlaw before he shoots you. Shoot a citizen and you lose one of your three lives.

This continues with the doors opening and closing at an alarming rate presenting you with split-second decisions whether to take their deposit or deposit some lead in them.

Once you've collected money from all twelve doors you've completed the first phase. Complete 9 phases and you're halfway through the game.

In between phases you

dwarf who keeps a bomb under his hat and a dandy called Julius.

The outlaws and the law-abiding citizens present no real problems as they can be dealt with quickly but the real tricky ones are the characters like Julius who may give you some gold or he may shoot you. The temptation is there to kill him as soon as you see him (remembering how he shot you in the last game) only to lose a life for shooting an innocent man. The other danger is if you ignore him to deal with some other doors you'll probably be gunned down.

The game sounds almost

Title: The Eidolon
Computer: Atari, C64
Supplier: Activision
Price: £9.95



The latest game from Lucasfilm. The Eidolon takes advantage of the brilliant fractal-like graphics used in Fracturas and Koronis Rift.

To those amongst you who don't know what the title means, that included me until I looked it up, the word eidolon (pronounced i-do-lon) means "an image phantom" or idea, the word applies to any game really, and doesn't really suit the idea of this game, but who

cares?

The game is based on the idea of tunnels underneath the earth, and of the treasures to be found in them, the idea is, that you are in control of a machine, which looks like something out of "Journey to the Centre of the Earth", and the analogy goes deeper than that. Around you are tunnels and caves, inhabited by musical monsters, the meanest of which is a dragon. Your craft has a temperature gauge to tell you how close you are to the dragon, more on this later.

As you go through the game you pick up crystals, which "float" just below ceiling height, pick up too many, and you risk an overload, too few, and you put your life at risk.

The idea is to go around, locate three special coloured crystals which you require to get on to the next level. However, you have to kill the various monsters protecting them with the ordinary crystals before you can get the coloured ones, and then once you have all three, confront the dragon, and blast him until he dies, this allows you to proceed on further into the game.

The graphics are really good, the caves look very realistic, the joystick response is good, and finding your way around will be tricky without a map, no doubt thousands will be published.

This game also suffers the same problems as Fractulas, it does get a bit tedious after a while, however it is the best three-dee maze game I have ever seen. The animation of the monsters is very good, and in particular the dragon is very menacing. For once, the game also sounds very realistic as well, your ears are confronted with a deep growl of a dragon who doesn't look very happy, rather than the usual laser zap.

A good game, but perhaps a little bit slow. **GD**

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING
Red Giant



Title: Koronis Rift
Computer: Atari, C64
Supplier: Activision
Price: £9.95



This game forms the first of the second lot of games from Lucasfilm, the first two being Ballblazer and Fractulas, once again, the graphics are stunning, unreal comes to mind.

The game is really a sequel to Fractulas, only it looks like a quick-plot change has taken place. You play the part of a "techno-scavenger", hunting around trying to find

ter is the fact that the place is deserted, mega-bucks lighting up on your calculator as you go down for a closer look.

Alas, the ancient defense network does not know that times have changed, and promptly attacks you. This does not make your task an easy one.

Your ship can hold six cargoes, but your guns and radar take up two compartments, sell them at your peril! You also have a cute little droid craft that does all the looting for you, but



machines that belonged to "The Ancients", these seem to be worth quite a bit nowadays, taking into account the Great Madness and all that. However, after a computer malfunction on your ship, you find yourself in orbit around the legendary Koronis Rift (pronounced "ko-ro-nis"), home to many a treasure, and what makes it even bet-

ter is the fact that the place is deserted, mega-bucks lighting up on your calculator as you go down for a closer look.

The graphics have become slightly more refined since Fractulas, there aren't as many mountains, so the whole landscape is much more believable. The shading on the ship is also very good, and takes advantage of the Atari's graphics to the full.

The aliens and hulls have also become much better, having a definite shape about them now, this helps give the game more purpose. Joystick response is sometimes confusing, I don't mean that it's awful, it just isn't very good.

The section onboard your own ship, when the machines are analysed is superb, a robot looks at everything as it passes along a conveyor belt, he can even take the stuff to bits for you, the animation is well layed out, and thoughtfully sequenced.

The levels of difficulty are changed when you return back to the main ship, each level of difficulty is called a rift, the only dif-

ference that I could see is that the meanies get meaner.

After a while of playing the game, you can't help thinking that the game is exactly the same as Fractulas, with a different storyline. If you liked Fractulas, you will love this, if you are about to buy Fractulas, buy this instead, it's much better. **GD**

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING
Bright Star



Title: Sweevo's World
Computer: Spectrum (48K)
Supplier: Gargoyle Games
Price: £7.95



(after the mad Baron Nutz and his wife Hazel, who created the place). 'Clean-



Gargoyle Games latest effort is a departure from the style established in their earlier games such as the Dun Darach and Marsport. Gone are the immensely complex series of problems that those games presented you with, and gone too is the distinctive Gargoyle style of graphics.

In their place we now have a game that, in terms of its graphics and the nature of the problems to be solved, owes much to Alien 8 and Knight Lore, but also has the extra elements of imagination and a truly warped sense of humour which combine to make Sweevo's World the most enjoyable game I've played for ages.

The aforementioned Sweevo is a Self Willed Extreme Environmental Vocational Organism, but not a particularly good one unfortunately. So, instead of going off to clean up planets like all the other Sweevo's, this one has been given the task of cleaning up an artificial asteroid known as Knutz Folly

ing up' means getting rid of the assorted weird beings that the Baron filled the place with.

The rooms in the asteroid, and the overall graphic style of the game, bear a striking resemblance to those in Knight Lore and Alien 8 as I have already mentioned — a slightly overhead view of rooms filled with blocks of stone and other obstacles that have to be gotten around. But, unlike Sabreman and Alien 8, Sweevo cannot jump over obstacles and must instead use the elevator pads that rise up out of the ground when he steps on them. However, even then Sweevo often isn't high enough in the air to get over obstacles and so you have to figure out how to use some of the objects that are littered around the rooms to help him out.

Where the weird sense of humour comes in, is in the type of obstacles and problems that Sweevo is confronted with. Some of the deadliest obstacles in the

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Title: Evil Crown
Computer: C64, Spectrum
Supplier: Mind Games (Argus Press Software)
Price: £9.99



In days of old when knights were bold and Barons weren't elected, how their days would end would all depend on which icon they'd selected? Yes, Evil Crown is an icon driven strategy game set in the Middle Ages.

doing well in the tournaments. You start off in the year 1160 and must set the levels for tax, tolls, scutage (how much you pay the King to stop him nicking your militia etc). You must also decide how much to spend or pay for troops, buying food for the peasants and the forthcoming tournament. You can also select another menu of



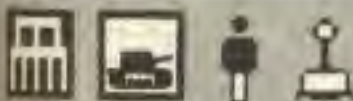
Starting off as a Baron, the idea of the game is to seize any slightest chance of power presented to you and work your way slowly up the social ladder until you become king. This generally involves being nastier than everybody else, but take care. One false step and you could find your head parting company with your neck.

You must manage and increase your estate, by keeping your peasants in order and also increasing your fame (or infamy) by

icons which show how well you are doing in varying aspects such as fame, trade and loyalty.

The tournament is the only action part of the game where you try to unseat your opponent as he does likewise to you. How well you do and what sort of show you put on affects many decisions. After the tourney, you may be called to battle, or your peasant's may revolt. You then see the results of the year's harvest and get details of the year's income and

Title: Death Wake
Computer: Spectrum
Supplier: Quicksilver
Price: £7.95



The Allies are losing the war. Not only that, but the Enemy has almost completed its research into developing the atomic bomb. Aircraft raids and commando raids have failed to take out the research plant. It is just possible though that a sea attack might, just might, get through and it has fallen on your shoulders as Captain of the Undaunted to try. The plot is a mixture of the films Heroes of Telemark, Guns of

Navarone and the game Beach-Head.

Before you start the action sequences, you are presented with a map showing the position of your forces and the Enemy's and you can target your aircraft on some of their installations. In the early stages, it is best to try and knock out their airfields. When you have selected your targets (by moving a cursor) you scramble your aircraft and the results of the attack are

REVIEWS



losses.

The main problem with this game is that there are a huge number of variables to consider and you are given no help at all as to what initial strategy to follow. The combat sequences are also rather unsatisfactory. This is a pity because I feel the deep down, there is a very good game trying to get out. As it is, you will need an awful lot of patience and trial and error to get into it.

PLANET RATINGS

Originality: ●●●●
Graphics: ●●●
Use of machine: ●●●
Value for money: ●●●

STAR RATING
Bright Star



displayed — a shaded square and the base is out for one phase and a black square meaning two phases.

The scene now switches to an overhead view of the Undaunted and two accompanying mine sweepers. The first attack wave is torpedo planes with subsequent ones featuring minefields, torpedoes, patrol boats and destroyers before you're allowed a crack at the factory.

When fighting the planes, if you keep your finger on the button, you can move your sights and fire automatically. If you take your finger off the button, you can move your ships and try and dodge the torpedoes. This is quite an art and takes some practising. Your mine sweepers can only take one hit before sinking whilst you can survive three — just (99% damage).

The planes are reasonably easy to shoot down with three ships, difficult with two and practically impossible with one. I don't know how many

you have to shoot down to get on to the next wave as one the few occasions I reached sixteen hits, the game took me straight into the high score table. Incidentally, it is extremely unrealistic to require a specific number to be shot down. An opposing force would send in say 36 torpedo planes and when they have all fired their weapons, that would be it.

Overall, this is not one of Quicksilver's better games. It lacks the excitement of Beach-head and you can't help but feel that you've seen it all before. G.H.

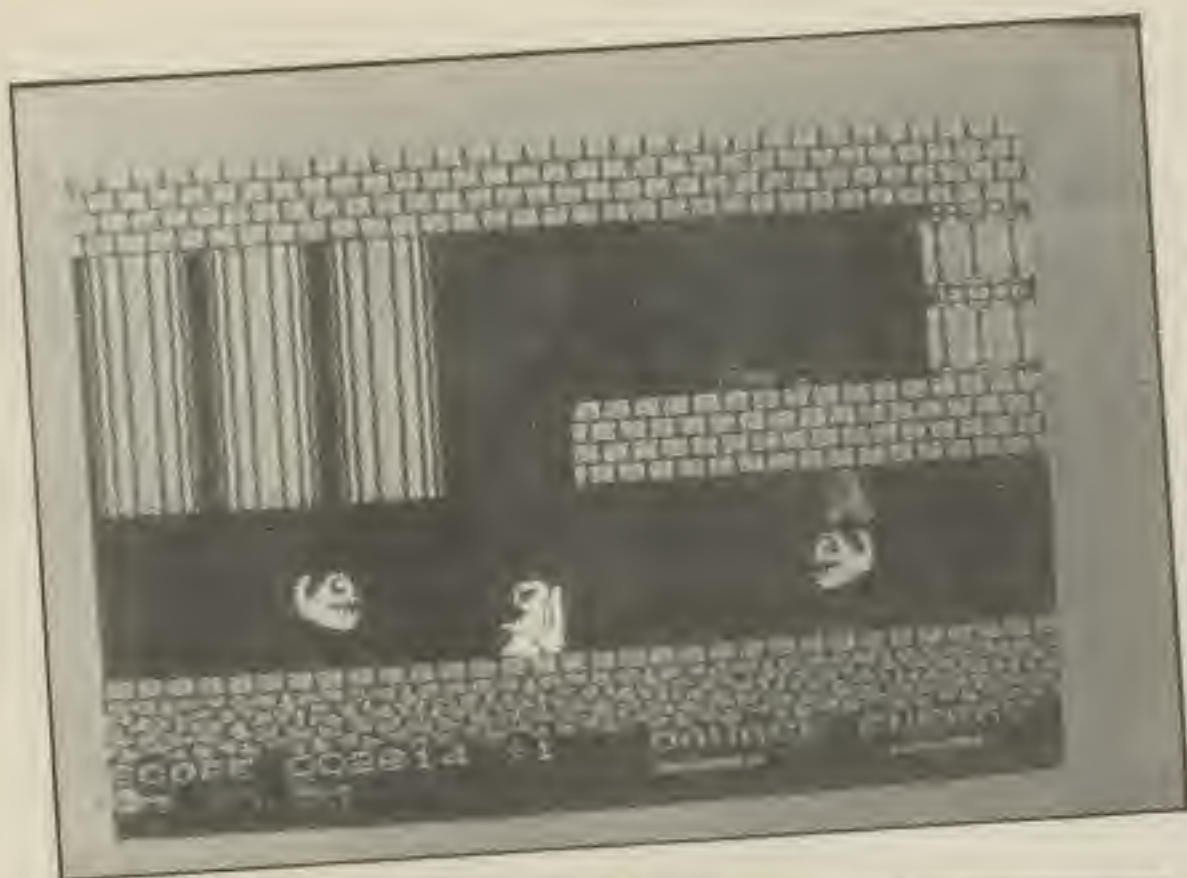
PLANET RATINGS

Originality: ●●
Graphics: ●●●
Use of machine: ●●●
Value for money: ●●

STAR RATING
Bright Star



GD



Title: Brainstorm
Computer: Spectrum
Supplier: Bubblebus
Price: £1.99



It was your own fault for entering the tunnel in the first place. But then again, how were you to know that it was a warp tunnel and that you would end up being sucked into Professor Brainstorm's castle.

Brainstorm is the title of a new budget arcade adventure from Bubblebus. You play Robin Banks and you must try and escape from the aforementioned castle. As there are six hundred and fifty screens of mazes,

passages and locked doors, this is going to be none too easy, especially as you have the clones to contend with. These little nasties in the shape of wheels, pterodactyles and carnivorous fish are hell bent on stopping you but you can blast them to your heart's content.

The locked doors are colour coded and you need to find the appropriate key before you can pass through. You can only carry three keys at a time however and so you have to work out which ones you no longer need. A nice touch is that the keys, as

well as being different colours, are also different shapes to further add to the complication. Some careful mapping will be needed if you are to get very far.

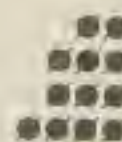
You have two indicators, damage and energy. Damage can be repaired, but only at the expense of energy. Extra packs of energy can be found lying about. There are also many other items to be collected en route.

Brainstorm is everything a budget game should be.

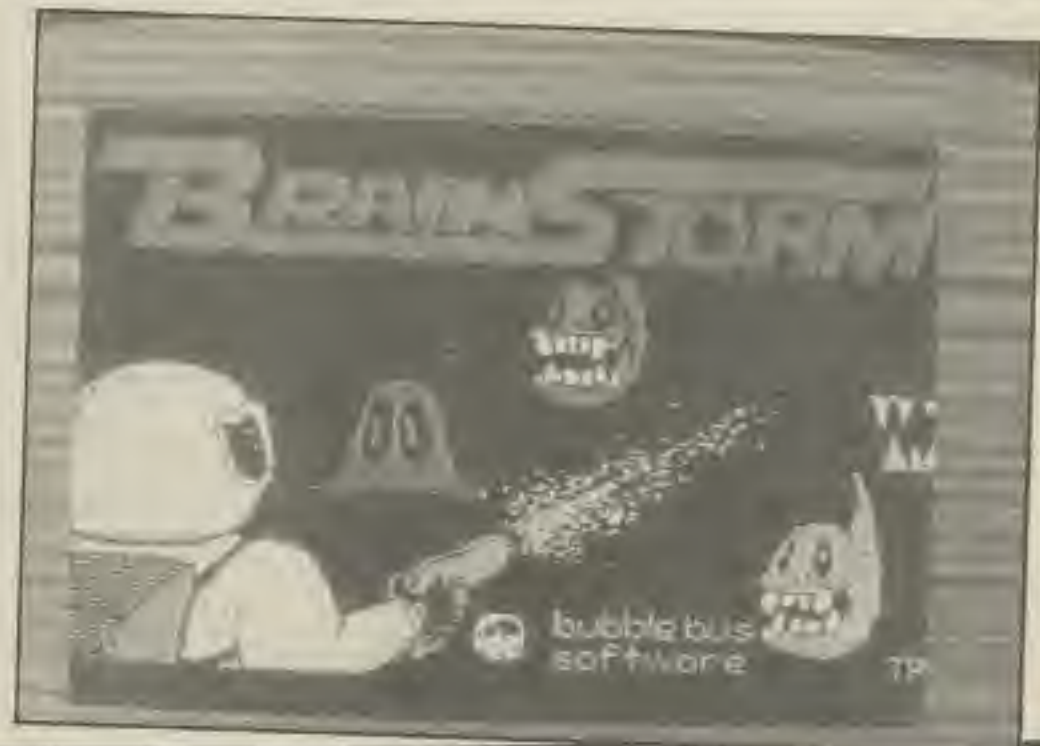
bright, colourful and fun to play. My only quibble is that it is too easy to get killed. Another couple of lives or less damage sustained on collision with a clone would have been better. **G.H.**

PLANET RATINGS

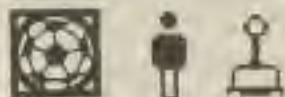
Originality
Graphics
Use of machine
Value for money



STAR RATING
Bright Star



Title: Olympic Decathlon
Computer: BBC B
Supplier: Alligata Software
Price: £ 7.95



Olympic Decathlon is one of those games which will appeal to those who love sports, but cannot find the energy to go out and inflict any of the sports depicted in this game.

In fact, so realistic are some of the games, that I ended up making the same old mistakes in the game as what I ended up doing at school athletics.

Anyway, I must confess that I am not really a lover of athletics, and even less at sports simulations, but this game has got me hooked, perhaps because the game

is well written, with a number of different sports to play from, normally ranging between running, jumping and throwing sports.

The graphics are very good, and there is some nice music, which, I am afraid cannot be turned off, it is also quite loud, so I wouldn't recommend it for midnight playing.

Probably the most popular option will be to practice individual games, I still haven't been able to break any world records, bar the discus championship, which is, probably the easiest game to start with, as it involves throwing.

If you have a joystick, then I would strongly recommend that you use it, as the keys come under some hefty bashing. You can always tell the Decathlon games in the arcade as the players are the ones smashing the hell out of the keypads, and none of the bouncers seem to mind.

The game boasts some very smooth sideways scrolling and some clever advertisements, but the game becomes even more exciting, when it comes to the 100 meter dash, as you have to pit your wits between both qualifying times and the computer opponent.

The games are played by a menu, and then loaded from disc, which means that the individual games can afford to be detailed. "Running" is very difficult but Shotput, Javelin and Discus, are by comparison quite easy. Hurdles and Long Jump are also quite difficult, but, by far the hardest are Pole Vault and High Jump, which require very precise action... still

I'll get over the beams in the end.

Olympic Decathlon is a game I would recommend, simply because it is so realistic at times. If you are daunted by games that at first seem impossible, then don't go for it, but I'm hooked and I don't even like competing sports, anyway, must dash. I'm competing in the 100 meter race this afternoon. **CG**

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money



STAR RATING
Red Giant



Title: Space Doubt
Computer: Commodore 64
Supplier: CRL
Price: £ 7.95



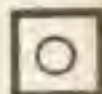
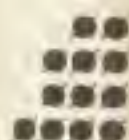
"This is the Captain's log of the USS Omnibus travelling in deep space to deliver food supplies to the planet Niblondis. Unfortunately we have a small problem, meteors have pierced the ship and the hideous ravaging Bogloids have started to eat the supplies — and the

crew. Already Col Skvidjibod (the token Norwegian) and Maj Underpant have been digested so it's up to me (Lt Odr Sock) to clear the ship."

Such is the scenario of Space Doubt. The instructions are contained in an extremely witty cartoon strip, though you don't notice that they are instructions to begin with — you're too interested in

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reading the cartoon!

To play the game you need to collect a power block and go in search of the Bogloids, these you can zap to your heart's content. You can also seal up the holes that they make. The power block is very much like a flame thrower, how it can fix holes and fry Bogloids as well, I don't know.

The game is played on a screen to screen basis with lots of numbered rooms. Access to rooms is through

computer operated doors that might (or might not) open.

So, that's the crux of the game, simple, but effective. The thread of humour that runs through the game is very good and the game itself is quite good and colourful.

For a further taste of 'Space Doubt', Computer Gamer will be running the continuing adventure of the USS Omnibus in further issues of the magazine (see last issue and this issue

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n. CG



Title: Yabba Dabba Doo
Computer: Commodore 64
Supplier: Quicksilver
Price: £ 7.95



Based around the popular and timeless (literally!) children's cartoon, YDD puts you in the place of Fred Flintstone attempting to build himself a house and lure Wilma into matrimony.

This you do by marching around the many screens

finding rocks to build your house with and clearing up other (unsuitable for building) rocks.

Other parts of the game involve driving around in your car, earning money at the quarry and hiring a dino to put the roof on.

The animation and size of the characters is very good though the transition from screen to screen could be (an awful lot) better. Go-

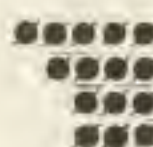
REVIEWS

news pages).

MR

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money



STAR RATING
Red Giant



ing from left to right is ok, but to travel further from and nearer to the mountains requires you to go off a side of a screen, but with your joystick pointing up or down as required — very confusing.

Various nasties are out to get you, including a homing tortoise, a prehistoric kangaroo, and your faithful dog-thing.

I thought that these creatures were far to beligerent, and along with the awkward movements, contributed to spoil the whole game. It looked like the designer/programmer couldn't be bothered to think up some better ways of hindering the player, so just made a few sprites wander around the screen and give you no defence against them. A club to bash them over the head with would be nice.

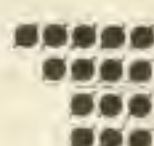
The game is not difficult — just hard. And this spoils it, especially for the younger player who would

appreciate it.

To sum up, great graphics, great concept, but disappointing due to a few small design errors. MR

PLANET RATINGS

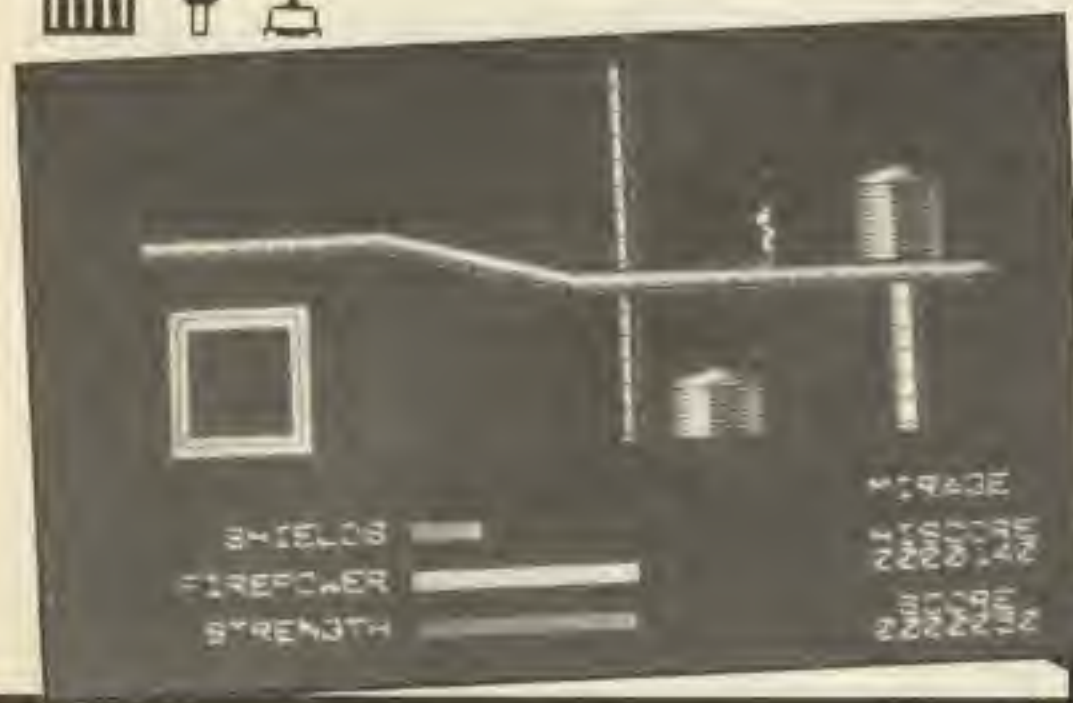
Originality
Graphics
Use of machine
Value for money



STAR RATING
White Dwarf



Title: Transformers
Computer: C64/Spectrum
Supplier: Ocean
Price: £7.95



The Earth has been invaded by powerful robots called the Decepticons and it's up to Optimus Prime, Hound, Jazz, Mirage and Bumblebee to save the day. They are the Autobots which are better known as the Transformers.

To defeat the Decepticons the Transformers must collect the four pieces of the Autobot Energen cube and assemble it in the Autobot centre before the Decepticons destroy them and the cube.

Luckily the Transformers can hide and regain their strength in the Defensa pods that are scattered around a maze like structure of pipes that form slopes, ramps and stairs.

Unfortunately you can only use one Transformer at a time so you have to move around the maze as

quickly as possible. This is achieved by transforming from robot to earth vehicle to suit the terrain. For example Jazz as a robot can navigate stairs and fly but can move faster along the straights and ramps as a truck.

Soon the Decepticons will find you and although you can keep them at bay with your blaster this will soon drain your energy so it's best to head for a defensa pod to recover and continue the game with a different transformer.

PLANET RATINGS

Originality	●●●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING
Bright Star



Title: The Way of the Exploding Fist
Computer: BBC B
Supplier: Melbourne House
Price: £7.95



"Ah so young grass hopper, you have come to learn the way of the exploding fist, it is a hard and rigorous way, and those who do not master the old ways are shown no mercy."

You still want to play? Good, because "The Way of the Exploding Fist" is an excellent game full of surprises and features.

Armed with my trusty joystick I set out from "novice" and many hours later, competed my way up the fifth dan (about half way), now nonchalantly humming the music (which cannot be turned off once in the game!) I was defeated by an expert in Fist (why does that remind me of a Monty Python sketch?), "ahhh sooo!" I screamed, and prepared myself for another good few hours of play.

Fist is not exactly the same as the arcade versions, but it has a good stab at it, if you are familiar with this kind of game, then imagine no climbing over ladders and walls and one opponent at a time, and I think you have a good idea of what the game has to of-

fer. Keyboard play is possible, but quite frankly I don't recommend it, hunched up in one corner of the keyboard isn't my idea of comfortable play, but it does allow the option of one or two players on keyboard (yes you can inflict the most horrible wounds on your best friend without even touching) or even one player on joystick and another on keyboard, should you want the two player option.

There are eight basic moves in this game, all of which are reversed automatically, should you jump behind your opponent to give him one of those kidney-rupturing jabs, the master, who judges whether the moves are well-executed or not awards you either a half point or a full point depending on distance from your opponent whilst punching and also movements before and after striking.

In all, Fist is a satisfying game, the graphics are nice and although the screen is a little uninspiring (a few more pagoda's please!) and the music accompaniment gets really monotonous with no sound on/off key. It is a highly enjoyable game, if you like the arcade versions.

CG

PLANET RATINGS

Originality	●●●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING



Title: Their Finest Hour
Computer: Spectrum
Supplier: Century Hutchinson
Price: £10.99



Their Finest Hour puts you in charge of fighter command just as the Battle of Britain begins. Your job is to turn back the might of the Luftwaffe in either a single day or over a complete campaign lasting a month from the 12th of August.

At your disposal you have the squadrons of spitfires and hurricanes at ten airfields with which you must defend the ports and cities of southern England.

As soon as the first enemy are spotted over the channel you must sound the alarm and get your planes in the air to intercept them and the battle begins.

You control the action through a series of icons and a cursor that moves over a map of southern England which can be magnified to show more

clearly the plane formations.

It takes a while to learn how to use the icons and the cursor together which is essential if you are to win the day. If you select the I (information) icon while the cursor is over a squadron it will give you a breakdown of its contents.

Selecting the icon of a plane moves a selected squadron on a course to the cursors present location. If you judge this right then a squadron will successfully intercept the enemy and a battle will begin but if you misjudge it then the squadron will circle at its destination until ordered again.

When a battle begins a message is flashed up to warn you and you are given a full breakdown of the opposing forces. For example

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32 spitfires are lucky and have found a squadron of bombers without fighter escort (no Me-109's). You order them to fight with the maximum aggression level (6) and soon the enemy are retreating. You order the spitfires to pursue them.

Meanwhile on the other side of the map 20 hurricanes aren't so lucky and are outnumbered by enemy fighters so you pull them out (aggression 0) and send in some spitfires.

Unfortunately soon other messages are flashed onto the screen telling you that the pilots are getting tired and some are at the end of their tether. You have no alternative, you have to order them back to

their airfields as tired pilots can rapidly become dead pilots.

Memos from your superiors start appearing warning you to change your strategy as the ports are getting a pasting.

Finally the day is lost and Churchill demands your resignation.

Perhaps next time you'll do better. There's enough to think about in the one day game but there's a lot more in the campaign game. Not only do you have to find an answer to the problems of when to send up your planes, how many, and even what alert to put them on (if they're in their planes on the ground they'll react quicker but

also tire easily) but you also have to rest battle weary pilots in Scotland, place reinforcement planes and flack guns and repair damaged radar stations and airfields!

Luckily there's also a save game option to rest tired players and a pause facility.

If that's not enough you can also alter the pace of the game by changing the clock speed to 255 to play it as a board game to panic level at around 50 and impossible at 1.

Their Finest Hour has quite a pedigree behind it. It is published by the company that brought you the excellent Fourth Protocol

and is co-written by John Wilson and Nicky Palmer who has not only written countless books and magazine articles on wargaming he was also a stalwart of the sadly defunct National Games Club.

An excellent game that will be played for months to come.

T.H.

PLANET RATINGS

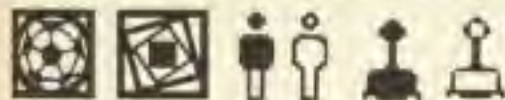
Originality
Graphics
Use of machine
Value for money



STAR RATING
Nova



Title: Fight Night
Computer: C64
Supplier: US Gold
Price: £9.95



Fight Night is the latest in a long line of boxing simulations which takes the best parts from its forerunners and builds around the theme.

The fight sequences take the more usual form of a lateral view rather than the behind-the-shoulder viewpoint of Frank Bruno's Boxing. Using the joystick to select your punch you enter a pitched battle against a series of five opponents. These can be

chosen from a fixed selection of fighters or a series of constructed boxers which you have created yourself.

Constructing boxers is quite a challenge. You select the combination of legs, head and body which you think most suitable and then you can alter the colours of the shorts, gloves and skin. The final decision permits the attributes of the constructed fighter to be set. This consists of a series of balances such as jab to punch power ratios, offensive to defen-

sive moves for computer controlled fighters, as well as brains to action ratio which determines the number of correct and incorrect moves the boxer makes.

Like a computerised Dr Frankenstein, your creations can turn out to be real odd-ball, misshapen monsters who can be matched against one another in sparring sessions or taken for training.

Sparring sessions allow you to call up any two boxers for a practice bout so that you can see how your constructed players have turned out before entering them into a series of bouts. On the other hand, training will teach you important sequences of punches and allow you to practice them at varying speeds.

The disk version of the game has an option which does not appear on the cassette version. This is the ability to set up a two player tournament in which a series of knockout championship bouts can be organised and fought until a champion is decided upon.

The fighters movements are displayed in smooth cartoon graphics and the fixed set of boxers show little concern for the rules by wearing hats in the ring. The Cuban contender, Kid Castro, even smokes a cigar throughout his fights. As far as the actual play is concerned, Fight Night appears no better or no worse than most of the currently available games but does offer one or two little extras which may give it an edge in what is rapidly becoming an overcrowded market.

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money



STAR RATING
Bright Star



69

Title: Tornado Low Level (TLL)
Computer: Amstrad
Supplier: Vortex
Price: £7.95



This is a conversion of the popular game for the Spectrum that was launched some time ago. However, it has lost none of its appeal in either time or conversion.

The Amstrad's capabilities have been used to the full, and the colour usage and animation is very good. The pseudo-overlapping menus look very nice.

The game is a 3D-plan view game with you controlling your plane over a scrolling wrap-around landscape. You have a number of targets to destroy and a limited amount of time in which to knock them. To do this you have an amount of fuel and 10 bombs, these can be replenished by landing at your base.

The low level bit of the game comes in when bomb-

ing the targets. The bombs will only drop when you are flying at your minimum altitude. This means that you are at the mercy of all the trees, buildings, and telephone pylons that are scattered about the landscape.

Flying higher increases your speed to breakneck, and your wings swing back in true Tornado fashion. However even at high altitude, there are a few very high buildings to crash into.

A good flying game, with all the boring bits of flight simulators taken out and some good graphics thrown in.

MR

PLANET RATINGS

Originality
 Graphics
 Use of machine
 Value for money

STAR RATING

Red Giant



Title: Mercenary
Computer: Commodore 64 / Atari
Supplier: Novagen
Price: £ 9.95



Elite with grass, is all that I can say about this game. If you have ever wondered why Atari owners stopped winging about the lack of Elite for their old type 6502 Ataris a couple of months ago, then Commodore 64 owners will soon be able to find out.

Mercenary — Escape from Targ is a 3D vector graphic game of epic proportions. You are cast as a Mercenary en route between star systems that has a blow out in his novadrive (heh, heh), then follows a lengthy, but entertaining sequence where you dive towards a planet and end up with your nose stuck in the ground.

From there you must progress to find the only ship on the planet capable of interplanetary travel. To do this you must beg, borrow, and steal your way around the planet — a few jobs of work (remember the title) may appear and there

are plenty of other craft and buildings for you to shoot at (or not).

The 3D imagery is truly brilliant and is up to Elite standards, despite being just a little bit jerky. The game uses text input in an adventure style as well as the more usual graphical sequences and there is a lot of brain work needed. Your main communication is with your (t)rusty robot friend Benson, who communicates with the outside world on your behalf. So you can buy your first ship through him, work out how to fly the thing, and your exploits continue from there.

The Planet has two warring parties on it so there should be plenty of work for a mercenary like you.

An excellent game with the quality of Elite, but with a totally different theme. Well worth buying, in fact — excellent.

MR

PLANET RATINGS

Originality
 Graphics
 Use of machine
 Value for money

STAR RATING

Nova



Title: Scalextric
Computer: Commodore 64
Supplier: Leisure Genius
Price: £7.95



Racing games are getting better and better, and like this game, they are getting more and more playable.

The game opens to a string of credits and copyright messages, and Fleetwood

Mac's theme from the BBC's Formula 1 TV coverage playing over the top.

This is where the Scalextric connection comes in. You can select sections of track from a range of standard Scalextric pieces. You use these to build up a track of your own. Bits in-



Title: Battle of the Planets
Computer: Spectrum
Supplier: CRL
Price: £7.95



If Microcosmica is Elite without the graphics, then battle of the planets is Elite with just the graphics.

In a nutshell, you have a ship that must defend five planets against the baddie. The baddie is Zoltar, and you are G-Force, and as this is the only connection with Battle of the Planets, apart from the title music, I shall review this game as if it was a real game, and not just another awful TV/Film tie in.

You can warp from planet to planet by flying into a hyperspace gate and selecting your destination. Each planet system has one gate, one planet (generally near each other) and what seems to be one (or possibly two) type(s) of enemy ship. The enemy ships are different for each planet in shape, speed, and manoeuvrability.

After a time the landers will drop down to a planet and start a genocidal campaign against the populace, if they get exterminated, then you die, so it is in your interests to keep them alive.

That's the plot (similar to Defender/Stargate is some ways), quite simple? Now comes the good bit. All of this is played out in 3D vector graphic battling, and at such high speed and smoothness of animation that it makes (the rather jerky) Spectrum Elite look a bit tardy.

You are armed with lasers and missiles, and have a range of instruments that are selected with little icons that are in a corner of the screen. The left of the screen prints the results of these icons, in extremely detailed bar charts and pictographic representations.

Repairs, refueling, and re-arming can be done at planets (that you can ac-



clude, not just straights and different types of curve, but chicanes, curved chicanes, and banked sections.

The racing is not just limited to two slots, a la Racing Destruction Set, but is more similar to your standard racing game, where you can drive anywhere on the track.

Two players can play each other on keyboard or joystick, or against a computer opponent with three levels of competence.

The game is very well put together and there are some nice touches. The speed of track drawing is a bit slow, so cycling through the built in tracks can take a long time. I would also have liked to see a facility for modifying an existing track. You can also load and save your own tracks to build up a library of the rather juicy ones.

The designer is very good, and you knock up a decent track very quickly. Most of the main Grand



tually land on! Very un-Elite-like). On these planets, you can fly to the repair/refuel stations and also shoot up any landers that have found their way to the surface.

Starting to play the game is a bit odd, and it takes a while to get used to the 'navigational aid' that tells you where everything is approaching from. One problem that I found was that the joystick is upside-down! Pulling the stick back makes you dive and pushing it forward makes it climb! I remedied this on a standard Atari joystick by undoing the four screws on the base, locating the wires that are connected to the circuit board inside and unclip the blue and brown

ones, swap these and all should be well. This process can be reversed as all the wires are plugged rather than soldered, so normal service can be resumed as soon as possible, though you'll be playing this game for so long that it is worth having a doctored joystick especially for it (I have!). A brilliant game, well worth having. **MR**

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING
Nova



REVIEWS

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money



STAR RATING
Bright Star



Prix tracks are represented, though I would like to have seen more British tracks. Altogether a very good game.



Title:

Barry McGuigan World Championship Boxing

Computer:

Spectrum

Supplier:

Activision

Price:

£7.99



Converted from the C64, BMWCB is one of the better boxing simulations currently on the market. As usual, the aim is to work your way up through the rankings until you are in a position to have a crack at the World Championship itself.

You start off by creating a boxer, choosing his style of boxing (from dancer to slugger) etc. You then get a profile of your boxer showing his strengths and weaknesses. Selecting an opponent must be done from those near you in the rankings. You can opt to start at number 19 amongst the 'new pros' or at number 10 as a contender, which is considerably more difficult. Having studied your opponent's profile, you can accept or refuse the fight.

Next you must train your man. There are between 6 and 12 weeks before the fight and these can be devoted to five different types of training — road work, light bag, heavy bag, weights and sparring. What training you do affects your stamina, strength, endurance and agility. It would have been nice to see a revised profile at the end of training.

Then it's on to the big fight. Although scheduled for 10 or 12 three minute rounds, most tend to finish well inside the distance. Both characters' endurance

levels are portrayed throughout the course of the bout and you will need to keep a close eye on these. One annoying feature is that if you knock your opponent down, his endurance leaps right up whilst yours remains static. That can't be right!

Punches thrown depend on how close you are to your rival. If you are inside (close to him) you need to press the fire button and select one of four types of punch. If you are outside, you have one defensive manoeuvre and three punches available to you by way of keeping your finger off the button. Movement of both men is controlled by the computer.

This is a very playable game complemented by nice graphics. The fact that Barry McGuigan has just won the sports personality of the year award won't do it any harm either.

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money



STAR RATING
Red Giant



71

Title: Mikie
Computer: Spectrum
Supplier: Imagine
Price: £7.95



Based on the arcade game of the same name, Mikie sees our hero trying to get a message to his girlfriend. The action takes place in an American high school and to succeed, he must outwit various school officials such as the teacher, janitor and chef.

In order to send the message, Mikie must collect the hearts which are lying around as each one he gets represents a letter in the message. On the first screen, the action takes place in the classroom with the hearts being under the other pupils' desks. To collect them, Mikie must shift the pupils using a manoeuvre known as the hip zap. This involves standing next to someone and pressing the fire button and the appropriate direction simultaneously. All the time that this is happening, you are being chased round the classroom by the teacher. Take too long or get caught and you have to start again.

When all the hearts have been collected, a bell rings and a sign above one of the doors flashes "out".

Once outside, you have to make your way along the corridor to the next door. This is the locker room. Here, the hearts are in threes and you collect them by facing them and pressing the fire button. You can also collect chickens and basketballs which can be used to hinder your chasers. And so it continues through the canteen, gym and schoolyard until you eventually catch up with your girlfriend.

The game is nice and colourful with some good graphics, the only problems coming when several of the characters (all in



black) are near each other. There is also some excellent music (for the Spectrum) including A Hard Day's Night by the Beatles.

Mikie is a pleasant enough game to play but I doubt it has lasting appeal.

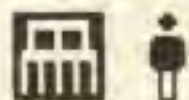
PLANET RATINGS

Originality
 Graphics
 Use of machine
 Value for money

STAR RATING
 Bright Star



Title: Raiders of the Lost Ring
Computer: Spectrum
Supplier: Arcade Systems
Price: £5.95



One of the most popular types of game over the past year has been the platform game but it is becoming very hackneyed these days so it takes something pretty special to make you sit up and take notice, such as

stunning graphics, catchy tunes and novel ideas. Raiders of the Lost Ring has none of these and what it does have is extremely poorly implemented.

I suppose I should have got suspicious when the game gives you 25 lives to start off with! There is only one way through each screen which is depicted in

large graphics although these are poor in the extreme with some horrendous attribute problems. Most of the screens have the same sort of problems to be solved involving jumping onto ropes whilst avoiding arrows, rocks, apples and fireballs hurled by animated garden gnomes and statues.

There are keys to collect and the odd banana to boost your energy. There are also two rather naff little tunes, one before you start and one every time you die.

Title: Gunfight
Computer: Spectrum
Supplier: Ultimate
Price: £9.95



The town of Black Rock was a nice peaceful town. Then, one day, a telegram arrives. "Whole lotta baddies a whoopin' and a wailin' heading straight for town. Lock up yer houses, bar up yer shops and wait for the Sheriff to clear out the mobs. Ends." As Sheriff

Quickdraw, now is the time to start earning your salary and who knows, you might even make yourself a bit of around.

There are two types of baddy for you to fight. The ordinary bandit can be shot on sight but wanted criminals insist on a quickdraw shoot out. Here the action shifts to a head to head situation with things moving so quickly

REVIEWS

that you are usually blasted out of one of your lives before you even have time to think about pulling the trigger. Some baddies will be on horseback and you have to given chase providing you can find your own horse first.

Scoring in the game revolves around money. You get the chance to build your initial bank balance at the start of the game by shooting falling bags of

gold. This can go up by collecting your salary and reward money but can also go down very quickly as well. Not only do you have to pay for your bullets and horses at the going rate, but you also get fined if innocent bystanders get shot either by you or a bandit. In practice, your money tends to disappear quite quickly. Your score disappears at the end of the game and as you tend to be looking at what just killed you, you have no idea of how well you did.

You can lose a life either by colliding with one of the townsfolk, bandits or cactus bush or by being shot in a head to head.

I did not find Gunfight particularly playable. Encounters with wanted criminals were very few and far between and when they did occur, you tended to get killed straight away. Its a pity because it could easily have been a very good game if only the balance was a bit better.

G.H.

PLANET RATINGS

Originality
 Graphics
 Use of machine
 Value for money



STAR RATING
 Bright Star



money from all the rewards.

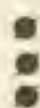
Gunfight is depicted in black and white cartoon-like 3D graphics. As you wander round the town, any building that would be in front of you disappears so that you get a clear view of the street, leaving only a solid line to show you where the wall is. Once you get used to the idea of walls vanishing, the method works well and the animation of your character is well done although the other people just slide

I would feel rather aggrieved if I had paid £1.99 for this rubbish. At its actual asking price of £6.95, you would have more fun if you bought six magazines and typed in the listings. Don't waste your money.

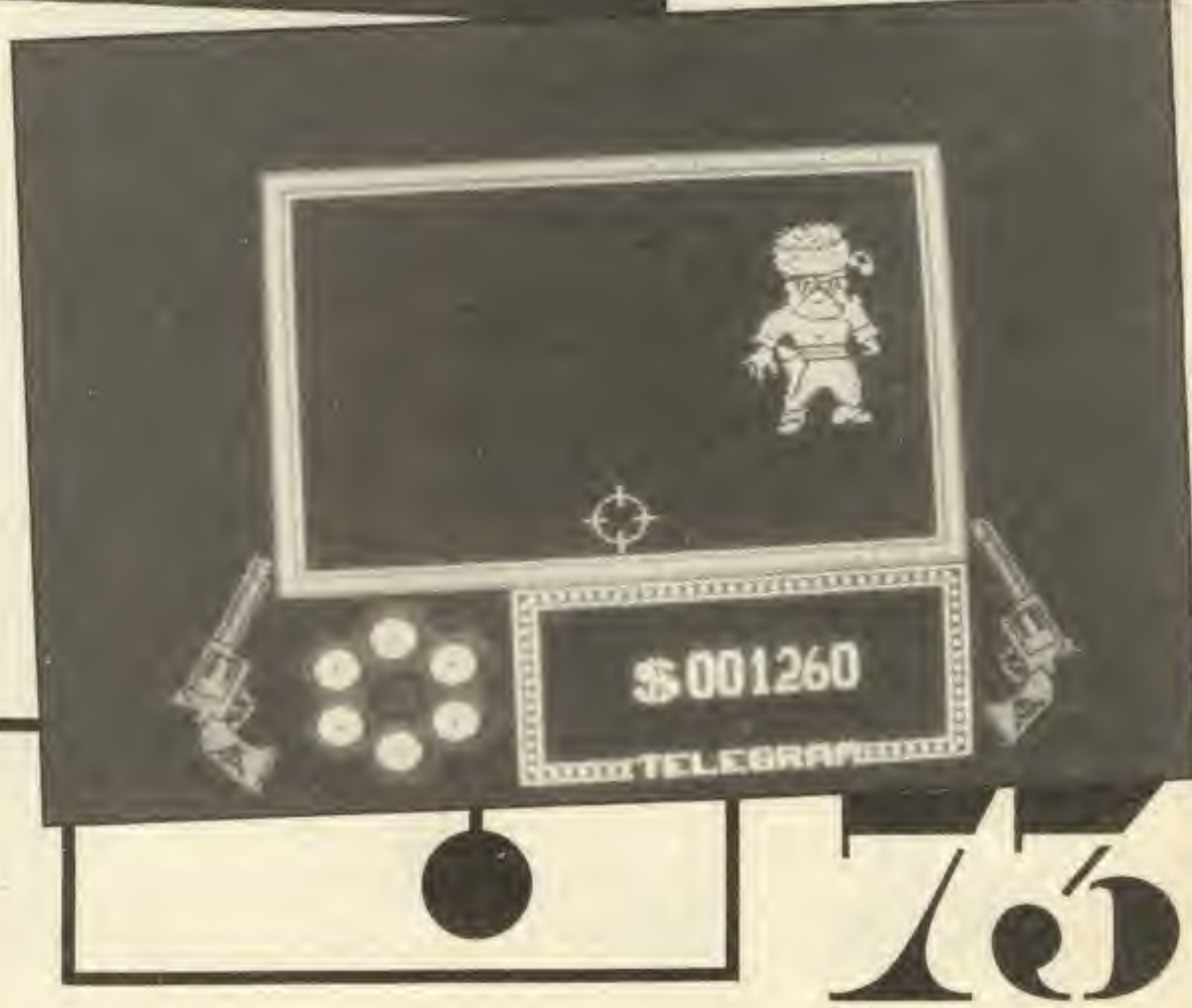
G.H.

PLANET RATINGS

Originality
 Graphics
 Use of machine
 Value for money



STAR RATING
 Black Hole



Title: N.O.M.A.D.
Computer: Spectrum
Supplier: Ocean
Price: £7.95



You are a N.O.M.A.D. (a Nemesis Organisation Mobile Attack Droid) and you are armed with two magnum 87 calibre blasters, protected by a titanium body shell and powered by anti gravity pods and twin thrusters. You're also untested but you only have to kill one man. Unfortunately he is Cyrus T. Gross who is the head of the Intergalactic Criminal network and lives in his own heavily guarded city.

To get him you will have to fight your way through a series of heavily guarded passageways.

You will have to either avoid or take out gun emplacements set in the walls, deadly magnetrons that lurk in corridors, suicidal robohugs that hurl themselves at you and avoid magnetic walls that can slow you down and even drag you into the path of the guns.

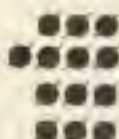
It takes a while to learn how to control the N.O.M.A.D. as it seems to have more than its fair share of inertia and it takes some effort to get it moving but then the danger is that you will then fly off, totally out of control, straight into the range of a gun emplacement.

However you're soon over this stage and stalking guns to seek revenge for countless N.O.M.A.D.s that have gone before.

This is definitely a game that you will play again and again.

PLANET RATINGS

Originality
 Graphics
 Use of machine
 Value for money



STAR RATING
 Red Giant



Title: Myla Di'Kaich
Computer: Spectrum
Supplier: Global Software
Price: £7.95



All the life support computers have failed and the remote stock robots have gone into memory overload in Myla di'Kaich, the world's largest and most strangely named space station. This is something of a pity since your craft has broken down and you need twelve assorted bits to repair it not to mention some oxygen. So, there's only one thing for it. You'll have to go and look for them yourself.

Myla di'Kaich is one of many platform games currently being churned out. It is not particularly heavy on things and nasties to be leapt over, but is more concerned with shifting barriers, lifts and moving platforms all of which are designed to crush you horribly if you get the timing wrong.

The graphics are fairly crude with bright garish colours and a fair bit of flickering. The sound is a sort of electrical type of buzz but can be toggled off if it begins to annoy you. You have a continually decreasing oxygen supply but this can be replaced at various parts of the game. The playing area is large and you can explore freely.

There are some quite nice ideas in this game working out how to use some of the sliding and moving platforms to best effect but the screens just look too bright and messy and the overall feeling is one of confusion. There are better platform games around than this. **GH**

PLANET RATINGS

Originality
 Graphics
 Use of machine
 Value for money



STAR RATING
 White Dwarf



Title: Cosmic Wartoad
Computer: Spectrum
Supplier: Ocean
Price: £7.98

REVIEWS



The queen of the Cosmic Wartoads has been captured by the Rygellian slime beasts, turned into the ultimate horror, a human female, and is about to be cut in half by a chain-saw. You as the Cosmic Wartoad must save her.

However, before you get anywhere near her you will have to battle the slime master, sludge slugs and frenzied flies to get across the time grid.

As you complete a battle against one of these foes you are given a glimpse of your queen and the saws decent.

If you are to release her you will also have to find the eight pieces of your toolkit that is spread around the grid and consists of a zippo lighter, axe, fish, stanley knife, 3 million megawatt light bulb, intergalactic whisk, x-ray binoculars and a death ray smutt gun.

If you lose your three lives you begin again with another three lives but the saw is nearer to your queen.

A fun game which will probably be remembered for its name rather than the game itself.

PLANET RATINGS

Originality
 Graphics
 Use of machine
 Value for money



STAR RATING
 White Dwarf





Title: Wild Ride
Computer: C64
Supplier: Interceptor
Price: £7.95



It ought to be a really pleasant job, dressed up as a clown and in charge of the roller coaster in your local pleasure park. And so it is until a mad bomber appears on the scene, determined to blow the roller coaster to smithereens.

You must chase up and down the track detonating the bombs before they explode. To help you, there is a small radar screen showing the relative positions of you, the bomber and any bombs he may have left. You can gain extra points by collecting junk food and jumping up to burst balloons that are littered around the track.

There are thirty-two tracks to clear, each one becoming progressively harder. Empty roller coaster cars whiz round and have to be leapt over and there are various nasties called Shox, Flappers and Boppers which try

to get in your way. These can be controlled by throwing rubber coconuts at them but be warned, the Shox are only stunned, not killed.

You can choose to start at any level up to number nine so that you don't have to waste time on any of the easier screens when you become proficient.



Wild Ride is a jolly, addictive little game, with reasonable graphics and sound. There is even a bonus game that you can play whilst the game is loading — a first for Interceptor and a nice touch, even if it is nothing special. Worth considering.

PLANET RATINGS

Originality
 Graphics
 Use of machine
 Value for money

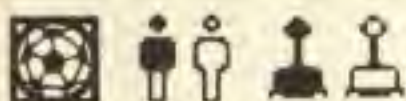


STAR RATING
 Bright Star



76

Title: Winter Sports
Computer: Spectrum, also Amstrad
Supplier: Electric Dreams
Price: £7.95



Winter Sports is a collection of 8 new events to challenge joystick athletes and consists of three skiing events, downhill, slalom and giant slalom, ice hockey, ski jumping, speed skating, bobsled and biathlon.

The game first loads in a menu from which these others are loaded and since each is loaded in from tape it's advisable to play them in order.

The three skiing events actually load in together as they are basically variations on the same theme.

All events are played on a split screen display with



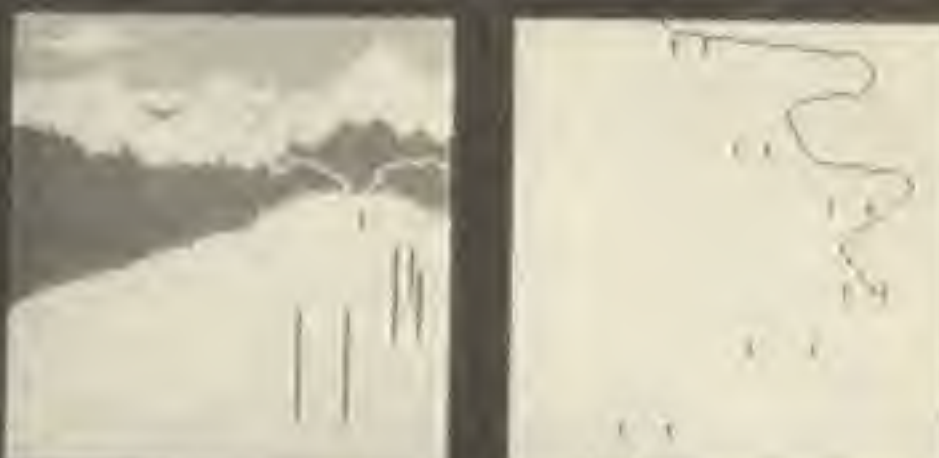
this generally being a view from behind your competitor and a plan view of the course. It's quite safe to ignore the players eye view and concentrate on the plan view as you guide your skier in and out combinations of gates and posts in an attempt to reach the finishing line in the fastest time.

However the opposite is true of the biathlon where you are supposed to be able to track your progress on a map of the course. This I found almost impossible and quite successfully ignored it.

The aim of the biathlon is quite simply to bash the left/right keys (if your Spectrum can take it) as quickly as possible to complete the 20km cross country course, pausing four times to shoot four almost impossible to miss, targets.

The ice hockey is probably the best event, particularly if played with two

PASS GATES 05 DOWNHILL
 FAIL GATES 11 TIME 02:28:00



CONTROL SPEED

players since the computer always seems to get the face offs and scores a lot of points!

The game is played over three, five minute periods on a scrolling ice rink with a plan view of the whole rink, at the top of the screen, should you have time to look at it.

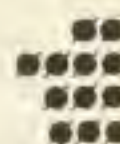
At times the action is a little slow and the players do smudge into a blob of green which makes things especially difficult for the player with the red team it is still a good competitive game to play.

Finally you can also hurtle down a bobsled run, plummet off a mountain in the ski jump and skate circles round your opponent in the speed skating.

I can't really fault the games value for money since it will take you about 2 hours to get through all the events, or its graphics, but you're still left with the feeling that overall the games "alright" but I doubt you'll load it in again.

PLANET RATINGS

Originality
 Graphics
 Use of machine
 Value for money



STAR RATING
 White Dwarf





Title: Robin of the Wood
Computer: Spectrum, C64
Supplier: Odin
Price: £9.95



Robin Hood, once a hero of TV and cinema, has suddenly found himself a star of several computer games, one adventure, one spoof adventure and now Robin of the Wood, an arcade adventure from Odin.

Knowing that he would be unable to resist attending an archery contest, the wicked Sheriff of Nottingham has devised a plan to capture Robin. Using a silver arrow as bait — a symbol of freedom to the oppressed Saxons — he intends filling the castle and surrounding woods with Norman guards who have one simple instruction — shoot to kill.

Robin must make his way through the woods, finding bags of gold. These

he can take to the Forest Ent (presumably on loan from Lord of the Rings) who will exchange them for more weapons — a sword, a bow and three magic arrows. There are however more characters in the wood. A hermit may cure your wounds, but not if you are carrying a weapon. Witches materialise and will send you to the dungeons unless you bribe them with herbs and plants that you find. If you are

especially nice to them, they may even transport you somewhere useful. Then of course there are the Norman patrols. If they see you, they will try and shoot you but you can fight back and bop them on the back of the head with your quarterstaff. Your current health is represented by a row of hearts across the bottom of the screen. As you suffer damage, so the line decreases until it reaches zero when you lose one of your three lives. Extra lives can be gained by finding the appropriate items. One other creature is a cute little hedgehog who, if you tread on him, inflicts much greater damage than the Norman arrows!

PLANET RATINGS

Originality
 Graphics
 Use of machine
 Value for money



STAR RATING
 Nova



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BETWEEN THE COVERS

Jane Naylor presents her selection of this month's games books.

Title: Adventure Games for the Amstrad CPC 464
Author: A.J. Bradbury
Price: £7.95
Publisher: Collins

Another book about how to write games for the Amstrad, but this time it's sticking to adventure games and to the CPC 464 micro. This is a hefty tome, 232 pages in all, by an author who manages to keep up his enthusiasm right to the last page.

Like the last book, it is aimed at people who have already got a certain knowledge of BASIC and who want to get on to more ambitious programming writing their own games.

Along lines which are no doubt now becoming familiar to readers of these pages, the author takes you through all the stages of designing and writing a good adventure game on your micro.

He starts off breaking down the average game into its essential ingredients of communication, commands, room descriptions, a plot and the problems. This might seem rather ob-

vious, but it's actually important to spend time looking at the basics before plunging straight in with the coding.

The book discusses the importance of developing a good plot and how to sketch out a skeleton which will be the basis of your game, before going on to how to build it up in modules. Chapter 3 contains several handy routines in Locomotive BASIC to illustrate the commands that will come in most useful for this purpose, eg AND, CHR\$, DATA etc.

Other subjects covered are colour, the layout of rooms, placing objects and so on. Each chapter contains at least one module demonstrating the points discussed and providing useful routines for you to use within your own programs. There are also some line diagrams to illustrate more complicated things like octagon maps.

Finally, a complete program is provided at the



back for you to start off with. It is not given with a great deal of detail, but, as the author says, you should know enough by then not to need your hand holding too much.

I like the tone of this book, it is light and humorous without being empty and waffly. There is plenty to get your teeth into and at £7.95 it's not a bad buy.

Title: Atari 130 XE Games Book
Author: Richard Woolcock and Graeme Stretton
Price: £6.95
Publisher: Melbourne House

It's nice to see a book for a micro other than the eternal Spectrum/Amstrad/BBC collection, so I first looked at this book feeling quite positive about it.

It follows the usual pattern of a collection of games listings for typing in, together with instructions and hints and tips. There are 30 games here, which should be enough to keep even the most keyboard enthusiast busy for as long as he or she has got feeling left in their fingertips.

Originality is not one of the strengths of this book: we've all seen a million and one versions of Othello,

Battleship, OXO, 2D maze and so on before. However, as there are not many books around for this machine (in fact this is the first I've seen), I don't suppose it will matter too much to anyone.

Screen shots are included, which I always find are a great guide to what sort of effect you are actually aiming for, and also some programming suggestions. Actually, these seem more like an afterthought, because they are not really much practical help and are the sort of thing your mother might come out with looking over your



shoulder, like 'Make the maze bigger', 'Make it faster' and 'Put music with the introduction page'.

The print is not as clear as it should be, either in the main text or the listings, in fact the text looks strangely as if it has been bashed out on someone's typewriter and then photographed. Not very high tech...

With the last Melbourne House book I reviewed I raved about the checksum tables which they included with each program so that you could check the accuracy of your keying in before you tried to run the game. They have used the same idea here and I must say I think it will be a great help to readers as its almost impossible to key in a program several pages long and get it absolutely right first time.

Each game is classified,

which is quite useful. So if you feel like an arcade game you flick through the pages and pick out one of those labelled so. There is quite a good range of different types: evasion, strategy, skill, logic and so on.

I have to admit I was rather surprised to find so many spelling mistakes. Finding any at all is bad enough, but the book is littered with them from the first page onwards... 'If your ship touches the mountains...' Ouch!

This is quite a good book to start with, and as the choice for owners of this machine is not exactly wide it will probably be quite useful. There are lots of good old classics here, with enough help and advice to make the hard work a bit easier. I'd recommend it.

Title:	Games and Graphics Programming on the Amstrad Computers CPC 464, 664 and 6128
Author:	Steve Colwill
Price:	£9.95
Publisher:	Micro Press

This book is aimed at all the Amstrad owners who have worked their way through several books like the one just described, and who want to try something a bit more ambitious in the way of games programming.

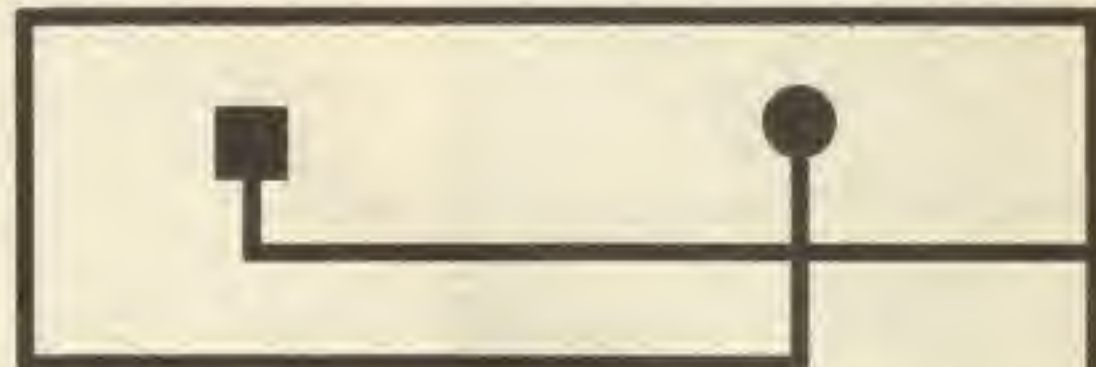
The author is a journalist who writes for computer magazines and his experience has enabled him to produce a very practical, readable book.

The aim is to introduce and describe the graphics facilities available on these

Amstrad machines, and then show how they can be applied to games programming to produce good visual effects.

The author begins by considering the essentials of good BASIC programming and showing how to structure your program well so that you don't just understand it the moment after you have written it, but also when you come back to it next week or next month. The second chapter looks at the screen display

BOOKS



and goes through the different modes available, selecting colours, positioning characters and using windows.

Then he moves on to discuss user-defined characters, how to achieve animation effects and controlling characters using either the keyboard or a joystick. The explanation of the graphics screen and pixels is one of the clearest I've read and is typical of the down-to-earth style that goes all through the book.

The next chapter covers high-resolution graphics and some quite advanced topics such as rotating figures, 3D effects and mixing text and graphics on the screen. Each explanation is accompanied all through the book by short listings that you can key in to demonstrate the effects described. In addition, each chapter contains 'part' of a full games program (listed

fully at the back) which can be keyed in and checked section by section. This is a good way of learning-as-you-go, and as it means you end up with a full working program it makes the book particularly good value for money.

The remaining chapters, all along the same lines, cover interrupts, sound effects, control characters and programming hints and tips. There are a couple of appendices giving, as well as the full game listing, the INKEY key numbers and the BASIC error messages.

I like this book. It is well written and well produced, clearly laid out with helpful diagrams and distinct listings that don't make keying in more of a headache than it need be. If you want to take your BASIC a bit further, you should find this well worth the money.



Time is slipping away. The Quest — a race against time. Time that brings changes — renewal, growth and rebirth. Even We, The Guardians take heart in our own regeneration — a new generation of Guardians even now has come to life. But meanwhile, lost in space, you are summoned to the presence of Borrgot the Magnificent. . . .

"Welcome traveller — will you rest awhile in my Halls?" — At last — a welcoming voice — could it be that for once there will be no tests to sap your

strength, no trials of wit or wisdom to drain your will. You take your seat.

"And what is it that brings you to this remote region — for you are of Earth, if I am not mistaken."

His voice is calm and soothing . . . and yet . . . Your purpose is to seek, to discover — can the Quest be helped by telling all you know to a powerful stranger?

"I am . . . I am lost." It is no lie.

"Then you are indeed fortunate; for I can help you — put you on your

way, refresh you, and aid you in your Quest."

"Then you know of the Quest?"

"Indeed stranger — even in these far halls; who is there who has not heard of the great Quest. Few they are who have embarked upon it. Fewer still will return. But you are far from your objective. Yet that is of small import, for time is on your side. Tarry here a while — why not — refresh yourself and regain your strength."

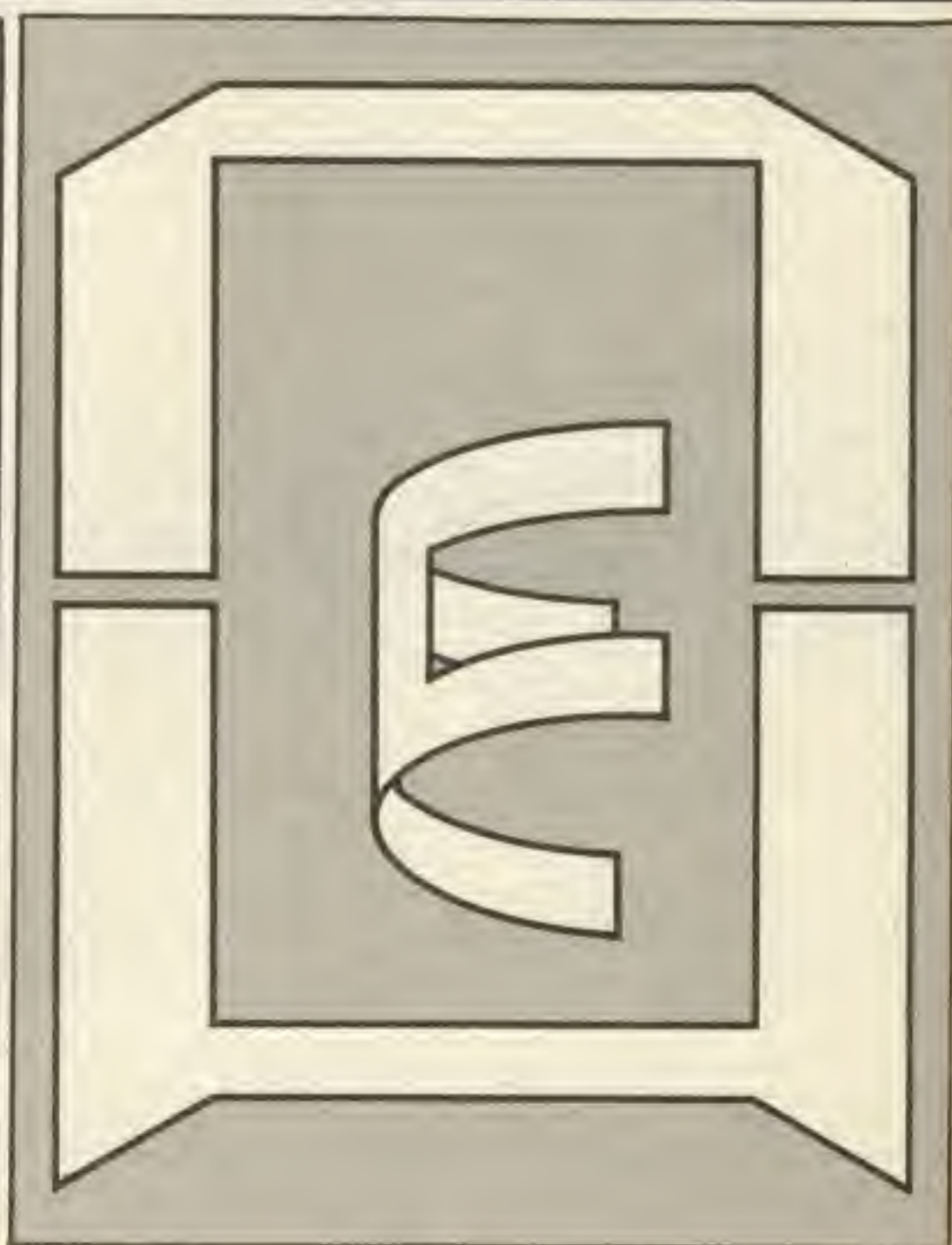
How could you refuse? Your ship is depleted in

FRAGMENTS OF LORE FROM THE HALLS OF BORRGOT

MUCH that you were shown was of ancient origin, partly missing — on parchment, paper, tape or laser. No further information was offered — this was all you saw.

which hand . . . either? right? Even so!
 . . . many years . . .
 . . . must only name . . . eternal youth . . .
 . . . make answer start the eventual resolution . . .
 . . . crisis report . . . inquiry, explanation,
 demand . . .
 . . . trust him exclusively . . .
 . . . short lived . . . absolute . . . vertical
 enlightenment . . .

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every way; and besides — you may learn here.

During your weeks in the halls of Borrgot you learn much — riddles and hints, puzzles and quizzes. Nothing is ever easy or straightforward. Your host could not have been kinder. And yet? Below we show a sample of the things you were permitted to see, before Borrgot put you on your new course — heading, surprisingly enough, straight for the sun. Your host assures you that long before you come

into reach of the sun you will find what you seek. Postscript: of all the things that Borrgot showed one 'of such importance' was not meant for your eyes, and incurred his great wrath upon the servant who permitted you to see it. Can you divine which of these it was, and why?

Next time — of course for the sun!

Borrgot, outraged that you had seen things that no mortal was ever supposed to see eventually calms

down — after all, he knows the importance of your Quest. As he bids you farewell he offers this advice:

"I, borrgot the Magnificent ask you to remember an identity that lies six steps back. Look behind and you might know! This number that I give you will assist you if you return or if we meet again beyond the veils of Time."

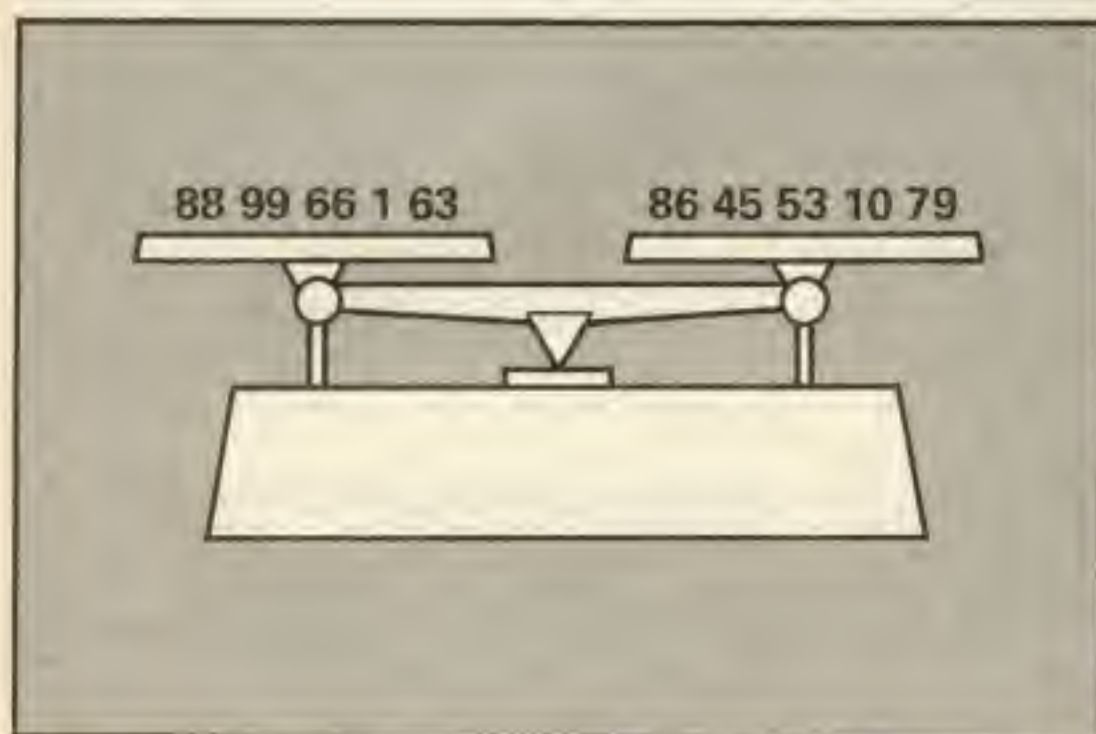
Come closer, watch and listen. Until next time, We the Guardians wish you well.

- 43: Devious enemy captures Zee, a catalyst.
44: Requirement of a really fine edition.

CLUES DOWN

- 1: Sound of the fiddle at Wimbledon.
2: Same again — it's a dead duck.
4: Is it a chop — or a nut?
5: About sheets of paper, like 44.
6: Partly Bible work.
7: Animal punishment. Bet he is an amateur.
8: Wrong shaped ball used here.
11: Top class artist goes solo.
14: Odd French word for 7.
17: Opening for lodging money.
19: Where to keep the Ashes — an old city up north.
21: 3 quarters of 3 used to be capital.
22: How Peter met a restrained type.
24: Row found on board.
25: Journey to market upset by mum's absence.
27: Sweet discovery of Arctic explorer.
28: Not quite stopping — fault perpetrated by cricketer.
29: Car, about a pound — get a pair!
30: Hears I will shortly be surrounded by water.
31: Perish with Mr French — makes cents.
33: Pillar of OT society?
34: Hydrant keels over at sight of money.
38: Bit of news from the summit — Emily's arrived!
40: Small fish to cook.
41: No, dear, eggs, deer.

Atomised, beyond the skies the scales of Earth weigh the balance?



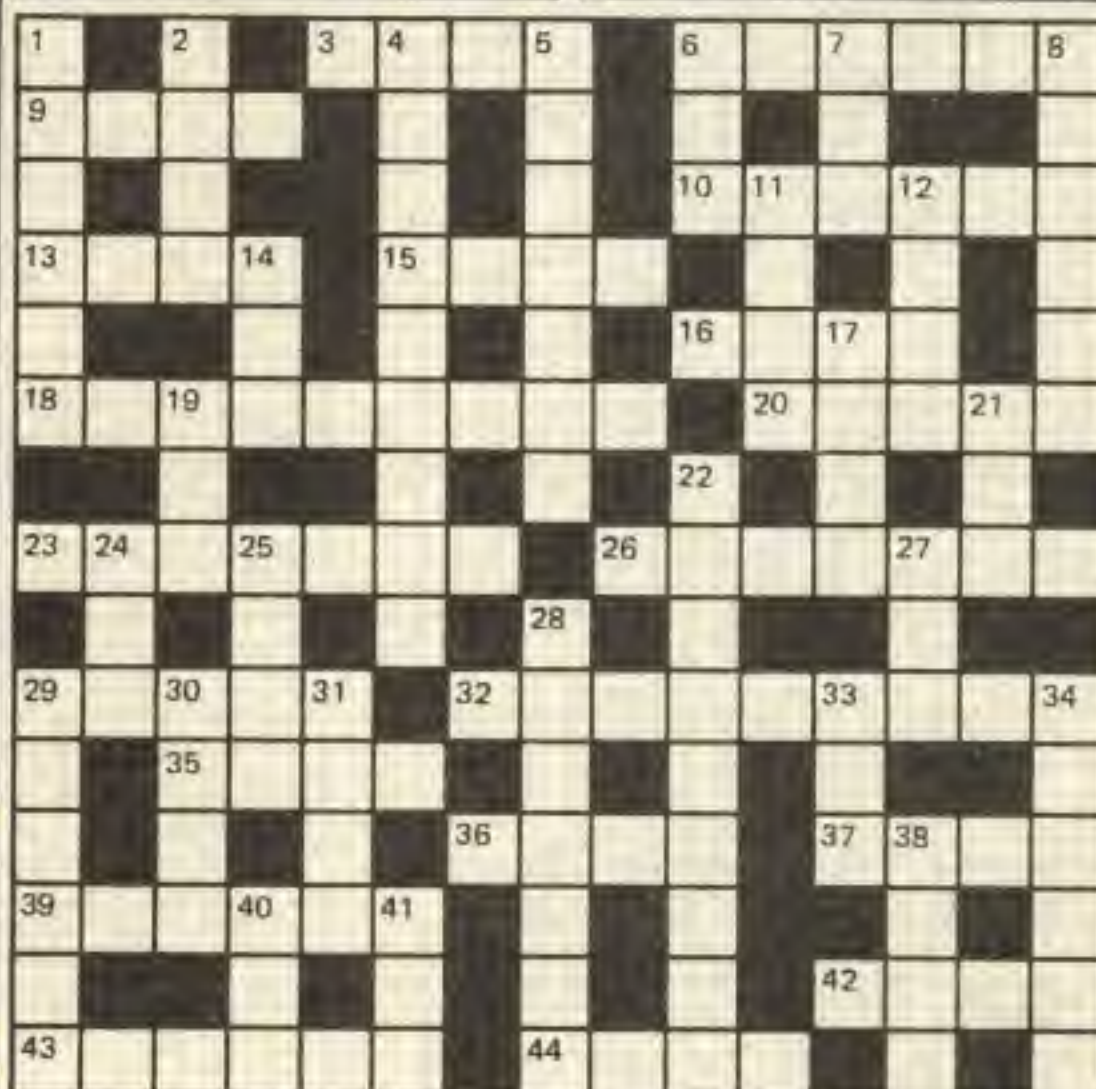
And there shall be an encounter: 183013386 — 033014386

And if you should fail;



CLUES ACROSS

- 3: Box with a pole.
6: Knave — a liberal animal.
9: Nothing in the beer makes it bitter.
10: Science of the lad in brown.
13: Sounds like a negative tie.
15: Wrong route? No, love; right!
16: Airs a new dress.
18: Dr Curt a PM — could be on to a winner.
20: Gather information — it could be to do with kidneys.
23: Can it no hold this?
26: A brief notice — but not mine.
29: Oddly enough called cider.
32: Make-up experts — like me.
35: Silly young goats slip.
36: Employers employs dirty trick.
37: Until evening, on the roof.
39: Quietly indicate you like more.
42: We are shortly in the past.



CRUNCHBACK

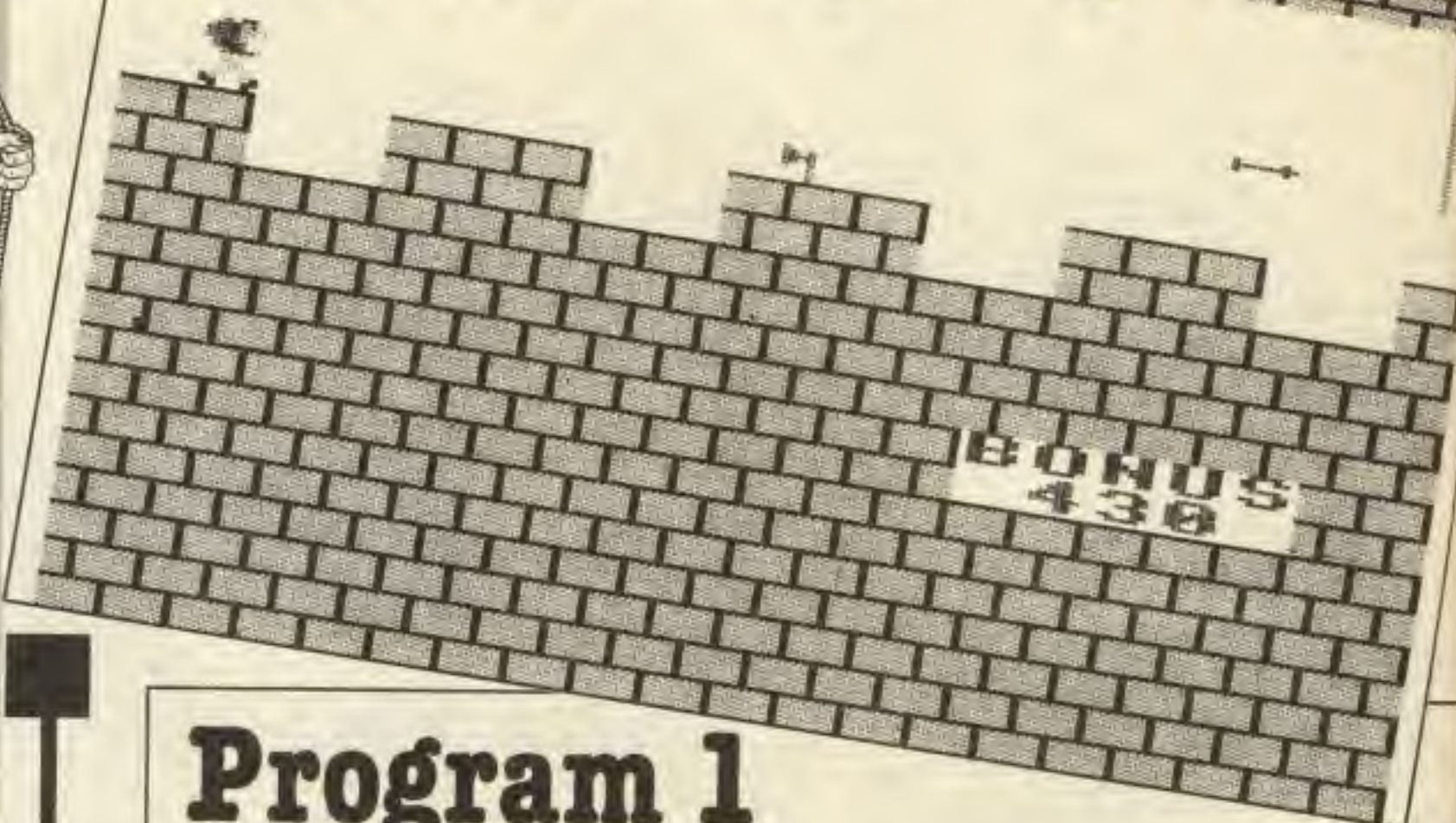


by
Peter Azzopardi

Your beeb has taken captive the beautiful princess Esmerelda and has incarcerated her at the end of a long wall. You, crunchy are the local bell ringer and has just heard at this dreadful deed so signs a contract to ring bells on the same castle wall. Your aim is to keep this job and rescue the princess. There are ten bells which have to be rung (1 for each screen) before Esmerelda is reached.

Certain objects have to be negotiated in order to ring the awaiting bells. These include turrets, ram parts and swinging ropes. To make the task even more difficult bouncingannon balls, chopping axes, arrows and rolling rocks are thrown from left or right.

Crunchback loads in two parts, the first is called "CRUNCHY" which display the instructions and defines all the envelopes and characters. This listing should be saved before the main program called "Crunch".



Program 1

```

0 REM*****
1 REM****CHRUNCHBACK****
2 REM*BY PETER AZZOPARDI*
3 REM*SAVE AS "CRUNCHY"*
4 REM****LISTING 1*****
5 REM*****
10 PROCENVELOPE
20 MODE1
30 VDU23;8202;0;0;0;
40 VDU23,255,15,31,15,31,0,0,0,0
50 B$="CRUNCHBACK":VDU5
60 SOUND0,-15,3,255
70 FOR Y=0 TO 6
80 H=4:XZ=0:K=4:W=1
90 FOR B=1 TO LEN B$
100 C$=MID$(B$,B,1)
110 C=7*((ASC(C$)-32)*8+&C000+Y)
120 FOR X=7 TO 0 STEP-1
130 W=W+1:IFW=4 W=1
140 IF (C AND (2^X))=2^X VDU18,0,W,25,4
,XZ*16;990-Y*16+H;255
150 XZ=XZ+1
160 NEXT H:H=H+K:K=-(K+8):SOUND1,0,(Y*4
+(XZ/4),1:NEXT,
170 SOUND&10,0,0,0
180 A$="1234567"
190 PROCDOWN("CONTROLS",1024)
200 PROCRIGHT(" Z.....LEFT ",8)
210 PROCRIGHT(" X.....RIGHT ",10
)
220 PROCRIGHT(" SHIFT..JUMP ",12)
230 PROCDOWN("MISSION",768)
240 PROCRIGHT("Rescue Esmerelda by rea
ching the end ",16)
250 PROCRIGHT("of each screen and ring
ing the bell. ",17)
260 PROCDOWN("ENEMIES",608)
270 PROCRIGHT(" Rolling rocks,Choppin
g axes, ",21)
280 PROCRIGHT(" Arrows and Bouncing C
annon balls. ",22)
290 PROCDOWN("DBSTACLES",448)
300 PROCRIGHT(" Swinging ropes,walls
and turrets. ",26)
310 PROCRIGHT("<<<<<<<<<<<<<<<<<<<<<<
>>>>>>>>>>>>>>>>>>>>>>
",28)
320 PROCCHAR
330 VDU28,13,31,38,29
340 CHAIN"Crunch"
350 END
360 DEFPROCRIGHT(W$,V) COLOUR RND(3):V
DU4
370 FORS=38TO1STEP-1:SOUND&11,0,255-S*
4,1:SOUND&00,1,7,1
380 *FX19
390 PRINTTAB(S,V);LEFT$(W$,39-S)
400 IFS/5=INT(S/5) PROCCOLOUR
410 NEXT
420 ENDPROC
430 DEFPROCDOWN(C$,K) VDU5
440 GCOL3,1;MOVE432,K:PRINTC$
450 FORT=1TOLENC$
460 SOUND&00,1,4,5
470 D$=MID$(C$,T,1):Q=K
480 FORH=1TO6:MOVET*32+400,Q:PRINTD$:Q
=Q-32:MOVET*32+400,Q:PRINTD$: IFH/5=INT(H
/5)PROCCOLOUR
490 NEXT,
500 ENDPROC
510 DEFPROCCOLOUR
520 A$=RIGHT$(A$,6)+LEFT$(A$,1)
530 FORL=1TO3
540 VDU19,L;VAL(MID$(A$,L,1));0;

```

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```

550 NEXT
560 ENDPROC
570 DEFPROCCHAR
580 VDU23,224,16,54,55+64,118,124,44,3
6,17
590 VDU23,225,6,12,15,14,4,16,24,15
600 VDU23,226,0,0,0,0,0,65,99,34
610 VDU23,227,28,24,28,12,54,119,99,34
620 VDU23,228,0,22,55,118,124,36,44,12
630 VDU23,229,6,12,15,14,4,24,16,16
640 VDU23,230,16,16,0,0,0,0,56,56
650 VDU23,231,12,8,24,56,48,48,56,56
660 VDU23,232,8,108,238,110,62,52,36,1
36
670 VDU23,233,96,48,240,112,32,8,24,24
0
680 VDU23,234,0,0,0,0,0,130,198,68
690 VDU23,235,56,24,56,48,108,238,198,
68
700 VDU23,236,0,104,236,110,62,36,52,4
8
710 VDU23,237,96,48,240,112,32,24,8,8
720 VDU23,238,8,8,0,0,0,0,28,28
730 VDU23,239,48,16,24,28,12,12,28,28
740 VDU23,240,24,20,4,4,2,30,29,124
750 VDU23,241,0,24,56,24,8,28,20,140
760 VDU23,242,0,0,0,0,0,0,16,48
770 VDU23,243,60,60,126,126,126,255,0,
0
780 VDU23,244,130,254,16,16,56,56,56,1
24
790 VDU23,245,124,124,124,254,198,130,
68,56
800 VDU23,246,24,124,127,223,186,238,1
20,0
810 VDU23,247,56,110,118,95,127,46,60,
12
820 VDU23,248,0,0,0,130,255,130,0,0
830 VDU23,249,28,54,111,125,127,125,46
,28
840 VDU23,250,0,0,32,48,248,108,38,3
850 VDU23,251,8,13,15,13,9,1,1,1
860 VDU23,252,0,254,254,254,254,254,25
4,254
870 VDU23,253,0,239,239,239,239,239,23
9,239
880 VDU23,254,0,127,127,127,0,247,247,
247
890 VDU23,255,0,0,0,24,60,126,255,60
900 ENDPROC
910 DEFPROCENVELOPE
920 ENVELOPE1,1,0,0,0,1,1,1,60,-4,-1,-
1,120,90
930 ENVELOPE2,1,5,-5,-5,50,25,25,126,0
,0,-5,80,0
940 ENVELOPE4,1,0,0,0,0,0,0,0,-1,-5,-6
,126,100
950 ENVELOPE5,130,0,-2,0,8,25,20,0,-5,
-5,-4,126,0
960 ENVELOPE6,2,-1,-1,-1,255,255,255,1
20,0,0,-120,100,60
970 ENDPROC

```

Program 2

```

1 REM****LISTING 2****
2 REM*BY PETER AZZOPARDI*
3 REM**SAVE AS "Crunch"**
10 *FX10,4
20 *FX9,4
30 PROCDEFINE
40 REPEAT
50 MODE7
60 VDU23;8202;0;0;0;
70 PROCINSTR
80 MODE2
90 VDU23;8202;0;0;0;
100 REPEAT
110 PROCSCREEN
120 REPEAT
130 PROCMAN:PROCBON
140 ON STX GOSUB1280,1310,1340,1400,140
0,1430,1460,1520,1550,1550
150 PROCDELAY(50/LEX)
160 UNTIL AX<>0
170 IF AX=1 PROCLIVES ELSE PROCNEXTSC
180 UNTILLI=0
190 UNTILFALSE
200 DEFPROCMAN
210 IF INKEY-1 PROCJUMP:ENDPROC
220 IF INKEY-67 PROCRIGHT:ENDPROC
230 IF INKEY-98 PROCLEFT:ENDPROC
240 PROCDELAY(100):ENDPROC
250 DEFPROCRIGHT SOUND0,5,7,1:SOUND1,0
,100,1
260 PROCPRINT:XX=XX+32:BZ=-BZ:IFBZ=1 O
$=A$ ELSE D$=B$
270 PROCHECK:IFXZ=1216 AX=2
280 ENDPROC
290 DEFPROCLEFT:IFXZ=0 ENDPROC ELSE SOU
ND0,5,7,1:SOUND1,0,150,1
300 PROCPRINT:XX=XX-32:BZ=-BZ:IFBZ=1 O
$=C$ ELSE D$=D$
310 PROCHECK:ENDPROC
320 DEFPROCHECK PROCPRINT
330 IF POINT(XX,YZ-64)=0 AND POINT(XX+
56,YZ-64)=0 AX=1:IFSTX<>3ANDSTX<>7SOUND3
,5,160,10
340 ENDPROC
350 DEFPROCJUMP SOUND2,2,250,15
360 PROCPRINT:IFINKEY-98 RESTORE460:D$
=C$ ELSEIF INKEY-67 RESTORE470:D$=A$ EL
S E RESTORE480
370 PROCPRINT:FORA=1TO5:READC,D:PROCP
INT:IFXZ+C>0 XZ=XZ+C:IFXZ=1200 XZ=1216
380 IFD$=A$ D$=B$ ELSE IFD$=B$ D$=A$
390 IFD$=C$ D$=D$ ELSE IFD$=D$ D$=C$
400 YZ=YZ+D:PROCPRINT
410 IFXZ=1216 A=5:AX=2:NEXT:ENDPROC
420 ON STX GOSUB1280,1310,1340,1400,14
00,1430,1460,1520,1550,1550
430 PROCDELAY(60/LEX)
440 PROCBON:NEXT:PROCHECK:PROCHECK
450 ENDPROC

```

BBC

```

460 DATA-16,32,-32,32,-32,0,-32,-32,-1
6,-32
470 DATA16,32,32,32,32,0,32,-32,16,-32
480 DATA0,32,0,32,0,0,0,-32,0,-32
490 DEFPROCPRINT IF STX<>2 AND STX<>5
AND STX<>9 GOTO510
500 IFPOINT(XX+32,YZ-24)=1 OR POINT(XX
+24,YZ-24)=1 AX=1
510 MOVEXZ,YZ:PRINTO$:ENDPROC
520 DEFPROCDELAY(MM):FORL=1TOMM:NEXT:E
NDPROC
530 DEFPROCNEXTSC SOUND1,1,149,20
540 STX=STX+1:IFSTX=11 STX=1:PROCESMER
ELDA:LEX=LEX+1
550 FORL=BONXTO0STEP-5:IFBONX>0SCX=SCX
+5:VDU4:PRINTTAB(11,1);SCX;TAB(14,23);L;
" ":IFSCX=1000 LIX=LIX+1:SOUND2,1,149,20
560 IFL/2=INT(L/2) SOUND0,-10,4,1
570 NEXT:VDU5:ENDPROC
580 DEFPROCESMERELDA:FORZ=1TO14:PROCP
RINT:IFD$=A$D$=B$ELSE D$=A$
590 YZ=YZ+16:PROCPRINT:PROCDELAY(200):
NEXT:PROCPRINT:XX=1152:YZ=840:D$=A$:PRO
CPRINT:ENDPROC
600 DEFPROCLIVES RESTORE710:I=0:J=0:SO
UND0,-15,7,255
610 VDU24,0;512;1272;900;16,26,19,7,15
;0;19,1,9;0;
620 IFSTX=3OR STX=7 GCOL3,3:MOVESX,900
:DRAWCX,540+32
630 COLOUR128:COLOUR1:IFSTX=2OR STX=5O
RSTX=9 VDU4:PRINTTAB(0,14);STRING$(6,"
"+CHR$(255):COLOUR135:PRINTTAB(0,15);STR
ING$(6,CHR$(9)+CHR$(9)+CHR$(254)):VDU5
640 PROCPRINT:IFSTX=10 VDU4:PROCTOWER:
VDU5
650 LIX=LIX+1:FORN=10TO1STEP-1:SOUND1,
-8,N*16,1:PROCPRINT:BZ=-BZ:IFBZ=1 D$=A$
ELSE D$=C$
660 PROCPRINT:PROCDELAY(300):NEXT:SOUN
D&10,0,0,0:SOUND&30,0,0,0:VDU19,7,7;0;19
,1,1;0;
670 PROCPRINT:IFLIX<>0 ENDPROC
680 SOUND0,6,6,45
690 FORV=1TO9:READM$:GCOL0,RND(6):MOVE
V*64+352,544:PRINTM$:PROCDELAY(400):NEXT
700 ENDPROC
710 DATA"G","A","M","E"," ","D","V","E
","R"
720 DEFPROCBON BONX=BONX-5:IFBONX>0 C
OLOUR6:VDU4:PRINTTAB(14,23);BONX;" ":VDU
5

```




```

730 ENDPROC
740 DEFPROCDEFINERESTORE800
750 FORZ=1TO17:READX:A$=A$+CHR$X:NEXT
760 FORZ=1TO17:READX:B$=B$+CHR$X:NEXT
770 FORZ=1TO17:READX:C$=C$+CHR$X:NEXT
780 FORZ=1TO17:READX:D$=D$+CHR$X:NEXT
790 FORZ=1TO17:READX:E$=E$+CHR$X:NEXT
800 DATA18,3,2,224,8,18,3,3,225,8,10,2
26,8,18,3,4,227
810 DATA18,3,2,228,8,18,3,3,229,8,10,2
30,8,18,3,4,231
820 DATA18,3,2,232,8,18,3,3,233,8,10,2
34,8,18,3,4,235
830 DATA18,3,2,236,8,18,3,3,237,8,10,2
38,8,18,3,4,239
840 DATA18,3,5,241,8,18,3,3,240,8,10,2
42,18,3,4,8,243
850 F$=CHR$8+CHR$10
860 I$=CHR$18+CHR$3+CHR$1+CHR$246
870 J$=CHR$18+CHR$3+CHR$1+CHR$247
880 K$=CHR$18+CHR$3+CHR$3+CHR$248
890 L$=CHR$18+CHR$3+CHR$6+CHR$250
900 G$=CHR$18+CHR$3+CHR$6+CHR$251
910 N$=CHR$18+CHR$3+CHR$4+CHR$249
920 V$=CHR$17+CHR$128+STRING$(15," "+F
$)+CHR$17+CHR$135+CHR$17+CHR$1+STRING$(7
,CHR$252+F$+CHR$253+F$)
930 W$=CHR$17+CHR$128+STRING$(17," "+F
$)+CHR$17+CHR$135+CHR$17+CHR$1+STRING$(16
,CHR$252+F$+CHR$253+F$)

```

```

ROCSCROLL
1060 NEXT
1070 PRINTTAB(19,1);V$;TAB(0,30);STRING
$(20,CHR$252);CHR$8
1080 IFSTX=10 PROCTOWER
1090 IFSTX=30RSTX=7 CX=640:SZ=640:E=32:
BCOL3,3:MOVESX,900:DRAWSX,540+32
1100 COLOUR128:PRINTTAB(0,1);" ";TAB(
0,2);" ";TAB(0,3);" "
1110 IFSTX<>10 VDU17,128,17,3,31,19,5,2
44,31,19,6,245
1120 BCOL3,5:MOVE1240,576:DRAW1240,808
1130 COLOUR4:PRINTTAB(5,1);"SCORE ";SCX
;TAB(16,1);:COLOUR6:PRINT;"LE=";LEX
1140 COLOUR3:PRINTTAB(13,22);"BONUS"
1150 PRINTTAB(13,23);" "
1160 XX=0:YY=572:O$=B$:AZ=0:BONX=500:BZ
=1:PX=0:A=6:I=0:J=0:X=5
1170 VDU5:MOVEXX,YY:PRINTO$
1180 IFSTX=40RSTX=5 OR STX=6 LX=1216:MX
=636:NZ=48:OX=32:MOVELX,MZ:PRINTN$
1190 IFLIX>1MOVE0,980:PRINTSTRING$(LIX-
1,A$+CHR$11)
1200 ENDPROC
1210 DEFPROCSCROLL:W=W+1:IFL=0ENDPROC
1220 P$=MID$(U$,W,1):PRINTTAB(L/4,1);CH
R$8;:IFP$="0"PRINTV$ELSEIFP$="1"PRINTW$E
LSEPRINTX$
1230 ENDPROC
1240 DEFPROCTOWER:COLOUR135:COLOUR1:PRI

```

```

1460 REMSCREEN7
1470 IFX=5 X=RND(2)
1480 IFX=1PROCENEMYLT(0) ELSE IFX=2PROC
ENEMYRT(0)
1490 IFX=2PROCENEMYRT(0)
1500 PROCROPE
1510 RETURN
1520 REMSCREEN8
1530 PROCENEMYLT(0):PROCENEMYRT(1)
1540 RETURN
1550 REMSCREEN9+10
1560 PROCENEMYRT(1):PROCENEMYLT(2)
1570 RETURN
1580 DEFPROCROPE
1590 IFP$=36GOTO1620
1600 IFA<>6P$=0:GOTO1620
1610 IFPOINT(XX+24,YY)=3 OR POINT(XX+32
,YY)=3 PX=1:SOUND1,1,101,10:REPEAT
1620 BCOL3,3:MOVESX,900:DRAWSX,540+32
1630 IFCX>896 E=-32
1640 IFCX<384 E=32
1650 CX=CX+E:SZ=SZ+(E/2)
1660 MOVESX,900:DRAWSX,540+32
1670 IFSTX=7 AND X=5 X=RND(2)
1680 IFSTX=7 AND X=1 PROCENEMYLT(0) ELS
E IFX=2PROCENEMYRT(0)
1690 IFP$<>1 ENDPROC
1700 IFE=32 PROCRIGHT ELSE PROCLEFT
1710 SOUND&00,0,0,0:SOUND&11,0,0,0:PROC
BON

```

CRUNCHBACK

```

940 X$=CHR$17+CHR$128+STRING$(13," "+F
$)+CHR$17+CHR$1+CHR$255+CHR$17+CHR$135+F
$+CHR$254+F$+STRING$(7,CHR$252+F$+CHR$25
3+F$)
950 Q$="00000000000000000000"
960 R$="00001111111111110000"
970 S$="00110001100011000110"
980 T$="00200200200200200200"
990 DIMNAME$(8),SCORE(8),Z$(4):FORL=2T
O7:NAME$(L)="BELL RINGER NO."+STR$(L-1):
SCORE(L)=(8-L)*100:NEXT:SCX=0:ENDPROC
1000 DEFPROCSCREENVDU4
1010 IFAZ=16GOTO1100
1020 IFSTX=1 OR STX=4 U$=Q$ ELSEIF STX=
3 OR STX=7 U$=R$ ELSEIF STX=2 OR STX=5OR
STX=9 U$=T$ ELSE U$=S$
1030 W=-1:FORL=0TO80 STEP.5:*FX19
1040 VDU23,0,13,L;0;0;0;
1050 IFL=INT(L)ANDL/4=INT(L/4)ANDL<79 P

```

```

NTTAB(16,4);STRING$(4,CHR$254+F$);
1250 PRINTTAB(16,3);STRING$(4,CHR$254);
TAB(16,8);STRING$(4,CHR$254);TAB(16,2);:
COLOUR128:PRINTSTRING$(4,CHR$255)
1260 BCOL3,5:MOVE1240,736:DRAW1240,808:
VDU5:MOVE1216,840:PRINTE$
1270 VDU4:COLOUR128:ENDPROC
1280 REMSREEN1
1290 PROCENEMYRT(1)
1300 RETURN
1310 REMSREEN2
1320 PROCENEMYRT(3)
1330 RETURN
1340 REMSCREEN3
1350 PROCROPE
1360 RETURN
1370 REMSCREEN4
1380 PROCBALL:PROCENEMYRT(3)
1390 RETURN
1400 REMSCREEN5
1410 PROCBALL:PROCENEMYRT(0)
1420 RETURN
1430 REMSCREEN6
1440 PROCBALL
1450 RETURN

```

```

1720 UNTIL INKEY-1
1730 PX=3:PROCJUMP:PX=0:IF POINT(XX,YY-
64)=0 AND POINT(XX+56,YY-64)=0 AZ=1 ELSE
AZ=0
1740 ENDPROC
1750 DEFPROCENEMYRT(Q) IFI=0 GOTO1830
1760 MOVEFX,GX:PRINTZ$(V)
1770 IFV=1 V=2 ELSE V=1
1780 FX=FX-HX
1790 MOVEFX,GX:PRINTZ$(V)
1800 IFXX<FX+48 AND XX>FX-48 AND GX<=YX
AND GX>=YX-56:AZ=1:A=5:SOUND3,5,160,10
1810 IFFX<=0 I=0:X=5:MOVEFX,GX:PRINTZ$(
V)
1820 ENDPROC
1830 IFQ=0 GX=604 ELSEIF Q=1 GX=540 ELS
E Q=RND(2)-1:GOTO1830
1840 IF RND(2)=1 Z$(1)=L$:Z$(2)=B$ ELSE
Z$(1)=I$:Z$(2)=J$
1850 HX=RND(2):HX=(HX+2)*16:V=1:I=1:FX=
1216:MOVEFX,GX:PRINTZ$(V)
1860 SOUND&00,4,4,5
1870 ENDPROC
1880 DEFPROCBALL
1890 IFLX<=0 OR LX>=1216 NZ=-NZ

```

86


```

1900 IFM% = 636 OR M% = 540 D% = -D%
1910 MOVE L%, M%: PRINT N%: L% = L% + N%: M% = M% + O
X%: MOVE L%, M%: PRINT N%
1920 IF X% < L% + 48 AND X% > L% - 48 AND M% < = Y%
AND M% > = Y% - 56 A% = 1: A% = 5
1930 ENDPROC
1940 DEFPROC ENEMYLT(F)
1950 IF J = 0 GOTO 2030
1960 MOVE D%, E%: PRINT Z%(6)
1970 IF G = 3 G = 4 ELSE G = 3
1980 D% = D% + K%
1990 MOVE D%, E%: PRINT Z%(6)
2000 IF X% < D% + 48 AND X% > D% - 48 AND E% < = Y%
AND E% > = Y% - 56 A% = 1: A% = 5: SOUND 3, 5, 160, 10
2010 IF D% > = 1216 J = 0: X% = 5: MOVE D%, E%: PRINT
Z%(6)
2020 ENDPROC
2030 IF F = 0 E% = 604 ELSE IF F = 1 E% = 540 E
LSE IF F = 2 E% = 572 ELSE F = RND(3) - 1: GOTO 20
30
2040 IF BOND% > 400 E% = 604
2050 Z%(3) = K%: Z%(4) = K%
2060 K% = RND(3): K% = (K% + 2) * 16: G = 3: J = 1: D% =
0: IF E% = 572 K% = 48
2070 MOVE D%, E%: PRINT Z%(6)
2080 SOUND 400, 4, 5, 5
2090 ENDPROC
2100 DEFPROC INSTR
2110 PRINT CHR$(141); CHR$(129); CHR$(157); CHR$(
31); TAB(15); "CRUNCHBACK"
2120 PRINT CHR$(141); CHR$(129); CHR$(157); CHR$(
30); TAB(15); "CRUNCHBACK"
2130 PRINT
2140 PRINT CHR$(141); CHR$(133); TAB(5); "KEYS:"
2150 PRINT CHR$(141); CHR$(134); TAB(5); "KEYS:"
2160 PRINT TAB(10, 3); CHR$(132); "SHIFT... Ju
mp"; TAB(10, 4); CHR$(133); "SHIFT... Jump"
2170 PRINT TAB(9, 5); CHR$(141); CHR$(130); "Z..
....Left"; TAB(9, 6); CHR$(141); CHR$(131); "Z..
....Left"
2180 PRINT TAB(9, 7); CHR$(141); CHR$(129); "X..
....Right"; TAB(9, 8); CHR$(141); CHR$(134); "X.
.....Right"
2190 *FX15
2200 IF SC% < > 0 PRINT TAB(0, 10); CHR$(141); CH
R$(134); "Score=" SC%; TAB(0, 11); CHR$(141); CHR$(
132); "Score=" SC%: *FX15
2210 IF SC% < SCORE(7) GOTO 2270
2220 PRINT TAB(12, 10); CHR$(141); CHR$(132); "C

```

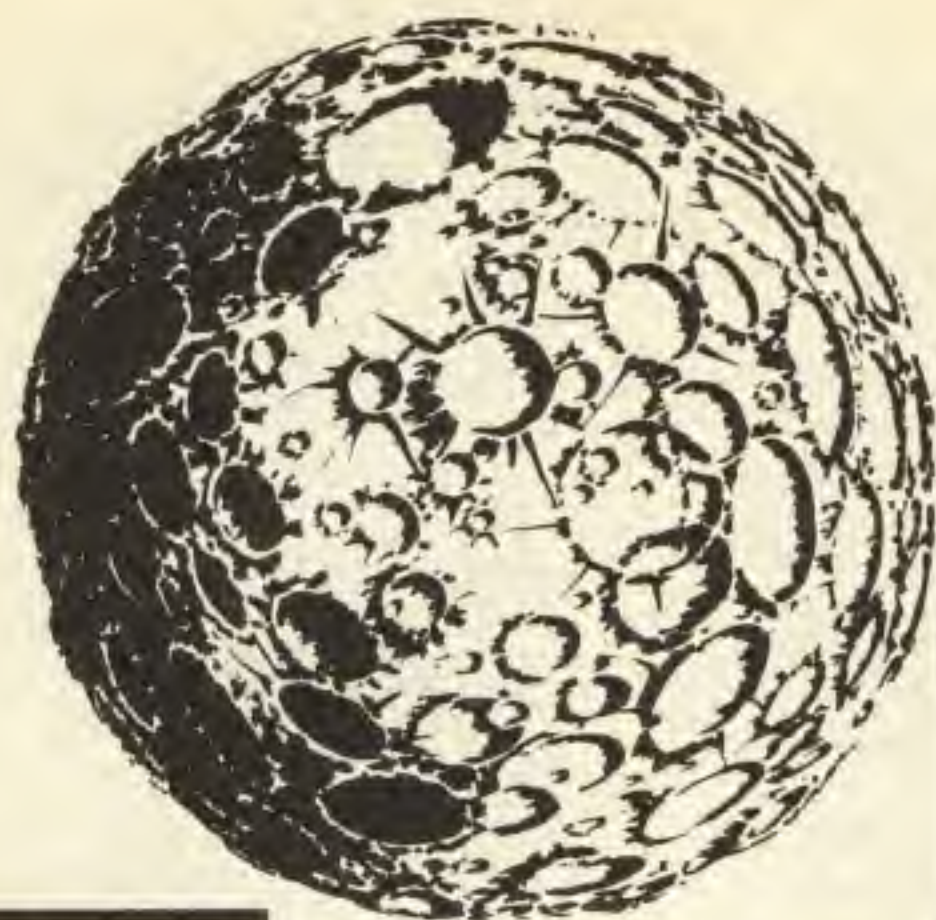
```

ONGRATULATIONS"; TAB(12, 11); CHR$(141); CHR$(
34); "CONGRATULATIONS"
2230 VDU28, 0, 13, 39, 13, 134, 157, 132: INPUT
; "ENTER YOUR NAME"; NS%
2240 IF LEN NS% > 19 THEN 2230 ELSE VDU12, 26
2250 S = 7: REPEAT: S = S - 1: UNTIL SC% < = SCORE(
S) OR S = 1
2260 FORT = 8TDS + 2STEP - 1: SCORE(T) = SCORE(T
- 1): NAME$(T) = NAME$(T - 1): NEXT: SCORE(S + 1) =
SC%: NAME$(S + 1) = NS%
2270 BX% = STRING$(31, "*"): BY% = STRING$(8,
"*" + CHR$(10) + CHR$(8)): PRINT TAB(5, 13); BX%; TAB
(5, 14); BY%; TAB(35, 14); BY%; TAB(5, 22); BX%
2280 FOR L = 2 TO 7: PRINT TAB(8, L + 13); CHR$(L +
128); "....."; TAB(6, L + 13); CHR$(128 + L); SC
ORE(L); TAB(14, L + 13); CHR$(135 - L); NAME$(L)
; CHR$(135): NEXT
2290 PRINT TAB(12, 10); CHR$(141); CHR$(132); "
TODAY'S BEST"; TAB(12, 11); CHR$(141); CHR$(134
); "TODAY'S BEST"
2300 VDU28, 0, 24, 39, 24, 134, 136: INPUT; "EN
TER STARTING STAGE(1 TO 10)"; ST%: IF ST% <
1 OR ST% > 10 GOTO 2300 ELSE VDU12, 26
2310 PRINT TAB(5, 24); CHR$(136); CHR$(129); "PR
ESS SPACE TO START";
2320 REPEAT UNTIL INKEY = 99
2330 SC% = 0: LIX = 3: LEX = 1: AX = 0
2340 ENDPROC

```

BBC





MOON BUGGY

By William Prew

E>LIST01
>LIST

```

10 REM Moon Buggy
20 REM By William Prew
30 REM October (C) 1985
40 :
50 MODE7
60 VDU23;8202;0;0;0;
70 PROCdefine
80 PROCinstruct
90 MODE2
100 VDU23;8202;0;0;0;
110 PROCcharacters
120 MODE7
130 CHAIN"MOON2"
140 :
150 DEFPROCinstruct
160 PRINTTAB(11,1)CHR$141CHR$131"Moon
Buggy"
170 PRINTTAB(11,2)CHR$141CHR$131"Moon
Buggy"
180 PRINTCHR$130"Stranded on the mo
n after an aborted"
190 PRINTCHR$130"space mission, you jo
urney through the"
200 PRINTCHR$130"hazardous terrain in
your buggy. Your"
210 PRINTCHR$130"aim is to find food."
220 PRINTCHR$130"There are 25 differen
t sheets, on each"
230 PRINTCHR$130"sheet there are 5 mo
nsters which are"
240 PRINTCHR$130"combing the moon for
precious metals."
250 PRINTCHR$130"From the fifth sheet
onwards there is"
260 PRINTCHR$130"another monster whic
h is out to kill"
270 PRINTCHR$130"you. If you run into
any of the six"
280 PRINTCHR$130"monsters, you will
lose one of your"
290 PRINTCHR$130"three buggies."
300 PROCspace
310 CLS
320 PRINTCHR$130"If you start to ru
n out of fuel, you"
330 PRINTCHR$130"can gain more by run
ning over a fuel"
340 PRINTCHR$130"can. If you complete
all the sheets,"
350 PRINTCHR$130"you get an extra bu
ggy, and then go"
360 PRINTCHR$130"back to sheet one."

```

In Moon Buggy, you have to move around the surface of the moon collecting food and fuel cannisters before you get caught by mean monsters or lose all of your fuel. From level five onwards another monster called the Seeker will join in on the hunt and he can go anywhere on the screen! There are 25 different sheets in all, and if you complete them all you will receive an extra moon

buggy, and then proceed to sheet one again. There is an option of joysticks, and you are able to freeze the game, and turn the sound on and off. If your score is in the top eight you will be asked to enter your name in the roll of honour for posterity!

To use the game, type in listing one and save it as 'MOON1', then the second listing and save it as 'MOON2'.

```

370 PRINTCHR$130"In order to complete
a sheet, you must"
380 PRINTCHR$130"collect all of the fo
od cannisters on"
390 PRINTCHR$130"the screen and go to
the exit in the"
400 PRINTCHR$130"right hand wall."
410 PROCspace
420 CLS
430 PRINT"
440 PROCcentre(CHR$131+"To move your b
uggy use")
450 PRINT:PROCcentre(CHR$129+"A ... Le
ft S ... Right")
460 PRINT:PROCcentre(CHR$129+"* ... Do
wn [ ... Up")
470 PRINT:PROCcentre(CHR$131+"Other Co
ntrols")
480 PRINT:PROCcentre(CHR$129+"Q ... So
und Off W ... Sound On")
490 PRINT:PROCcentre(CHR$129+"CTRL ..
Freeze SHIFT .. Continue")
500 PRINT:PROCcentre(CHR$129+"J .. Key
s to joystick toggle")
510 PRINT:PROCcentre(CHR$129+"K .. Joy
stick to keys toggle")
520 PROCspace
530 ENDPROC
540 :
550 DEFPROCcharacters
560 COLOUR6:PRINTTAB(0,4)"CHARACTERS"
570 COLOUR7:PRINTTAB(0,7)CHR$230" WALL
"
580 COLOUR1:PRINTTAB(0,9)CHR$226" BUGG
Y"
590 COLOUR3:PRINTTAB(0,11)CHR$228" FOO
D CANNISTER"
600 COLOUR2:PRINTTAB(0,13)CHR$233" SEE
KER"

```



```

610 COLOUR1:PRINTTAB(0,15)CHR$231" MON
STER"
620 COLOUR7:PRINTTAB(0,17)CHR$229" FUE
L CANNISTER"
630 COLOUR6:PRINT""PRESS SPACE TO LO
AD"
640 REPEAT UNTIL GET=32
650 ENDPROC
660 :
670 DEFPROCspace
680 PRINT"CHR$134CHR$136" Press the
SPACEBAR to continue";
690 REPEAT UNTIL GET=32
700 ENDPROC
710 :
720 DEFPROCcentre(A$)
730 PRINTTAB(19-(LENA$)DIV2)A$
740 ENDPROC
750 :
760 DEFPROCdefine
770 VDU23,224,&99,&E7,&BD,&24,&3C,&BD,
&FF,&BD
780 VDU23,225,&BD,&FF,&BD,&3C,&24,&BD,
&E7,&99
790 VDU23,226,&E7,&42,&FE,&F5,&F5,&FE,
&42,&E7
800 VDU23,227,&E7,&42,&7F,&AF,&AF,&7F,
&42,&E7
810 VDU23,228,&0,&1B,&FF,&42,&42,&42,&
7E,&0
820 VDU23,229,&1B,&24,&7E,&24,&FF,&42,
&42,&FF
830 VDU23,230,&FB,&FB,&FB,&0,&DF,&DF,&
DF,&0
840 VDU23,231,&E7,&3C,&7E,&DB,&99,&FF,
&E7,&3C
850 VDU23,232,&3C,&5A,&5A,&24,&5A,&5A,
&42,&C3
860 VDU23,233,&66,&1B,&E7,&A5,&E7,&1B,
&66,&3C
870 ENVELOPE1,4,90,-15,-15,10,20,20,12
6,0,0,-126,126,126
880 ENVELOPE2,2,12,-8,15,5,8,8,0,0,0,-
90,126,0
890 ENVELOPE3,1,70,6,0,31,10,0,126,0,0
,-126,126,126
900 ENVELOPE4,1,36,-36,0,20,20,0,126,0
,0,-126,126,126
910 ENDPROC

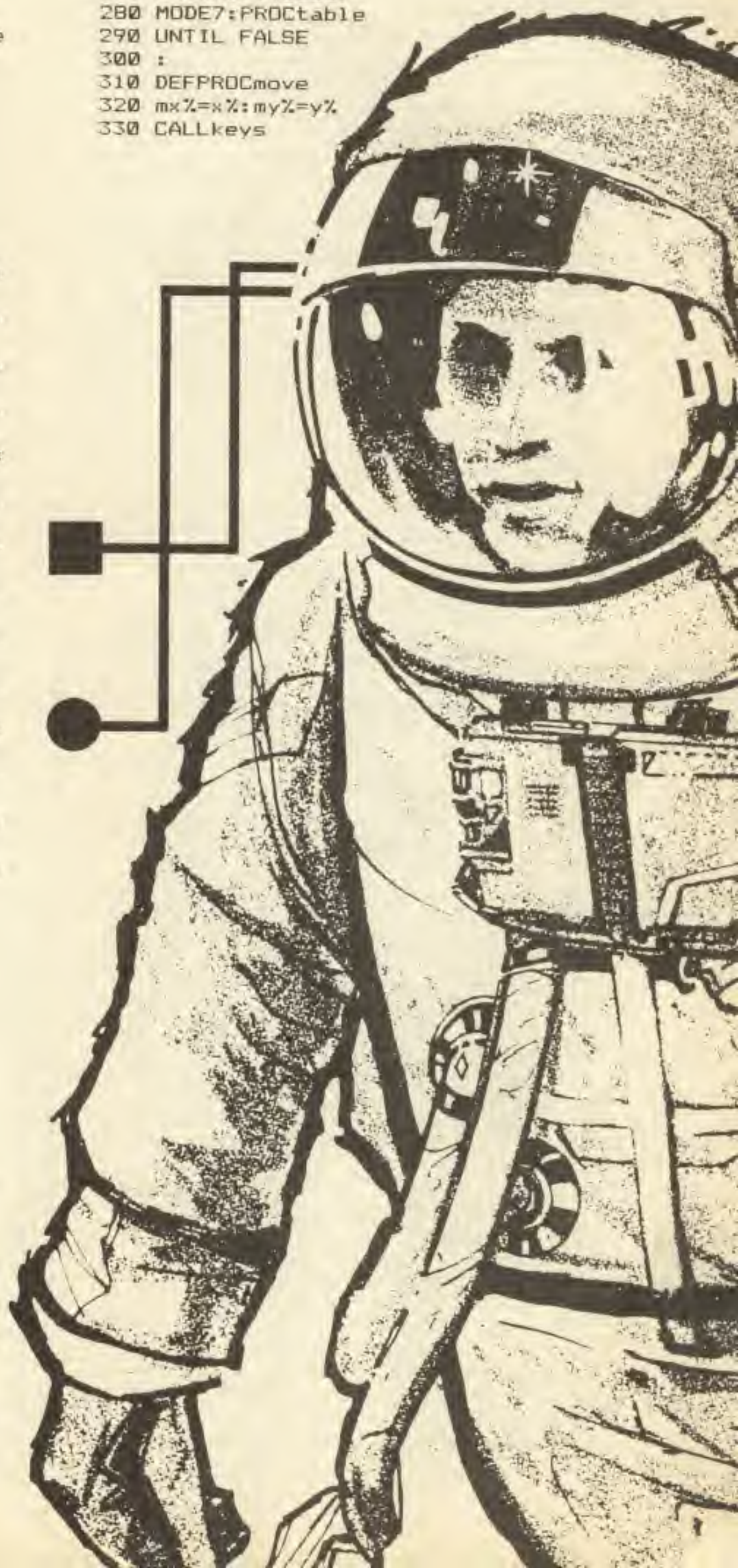
10 PROCassemble
20 MODE7
30 PROCread
40 IF FNask THEN PROCload
50 REPEAT
60 MODE5:VDU23;8202;0;0;0;
70 *TV255
80 PROCdefine
90 REPEAT CLS
100 VDU19,1,col(sheet);0;
110 IF NOT done fuel=120 ELSE fuel=80
120 PROCscreen
130 PROCcoords
140 PROCsheet
150 REPEAT
160 PROCmove
170 PROCmonsters
180 IF sheet>=5 OR done THEN PROCseeke
190 UNTIL dead OR next
200 IF dead THEN PROCdead ELSE PROCnex
t

```

```

210 IF buggy=0 THEN over=TRUE
220 UNTIL over
230 COLOUR3
240 FOR A=1 TO 18
250 PRINTTAB(1+A,18)MID$("G A M E O V
E R",A,1)
251 PROCwait(220)
260 NEXT
270 PROCwait(5000)
280 MODE7:PROCtable
290 UNTIL FALSE
300 :
310 DEFPROCmove
320 mx%=x%:my%=y%
330 CALLkeys

```




```

340 IF INKEY=2 THEN REPEAT UNTIL INKEY
-1
350 IF INKEY=70 AND key THEN key=FALSE
360 IF key THEN PROCkeyboard ELSE PROC
joystick
370 IF mx%=x% AND my%=y% THEN ENDPROC
380 fuel=fuel-1
390 IF fuel<10 THEN SOUND3,1,50,1
400 IF fuel=0 THEN dead=TRUE:ENDPROC
410 COLOUR7
420 IF area(x%,y%)=2 THEN SOUND3,3,55,
3:score=score+10:npl=npl+1
430 IF area(x%,y%)=3 THEN SOUND3,4,10,
3: fuel=fuel+10
440 IF area(x%,y%)>0 PROCcheck
450 area(x%,y%)=0
460 PRINTTAB(mx%,my%) " "
470 COLOUR3
480 PRINTTAB(6,2);score;TAB(15,2);fuel
;" "
490 COLOUR6
500 PRINTTAB(x%,y%)way$
510 IF x%<18 ENDPROC ELSE IF area(x%,y
%)=0 AND npl=5 sheet=sheet+1:next=TRUE E
LSE IF area(x%,y%)=0 AND npl<5 dead=TRUE
520 ENDPROC
530 :
540 DEFPROCcheck
550 FOR A=0 TO 5
560 IF x%=mon(0,A) AND y%=mon(1,A) dea
d=TRUE:ENDPROC
570 NEXT
580 IF sheet>4 AND x%=mon(0,6) AND y%=
mon(1,6) dead=TRUE ELSE IF done AND x%=m
on(0,6) AND y%=mon(1,6) dead=TRUE
590 ENDPROC
600 :
610 DEFPROCkeyboard
620 IF INKEY=66 AND area(x%-1,y%)<>1 T
HEN x%=x%-1:way$=CHR$227:ENDPROC
630 IF INKEY=82 AND area(x%+1,y%)<>1 T
HEN x%=x%+1:way$=CHR$226:ENDPROC
640 IF INKEY=57 AND area(x%,y%-1)<>1 T
HEN y%=y%-1:way$=CHR$224:ENDPROC
650 IF INKEY=73 AND area(x%,y%+1)<>1 T
HEN y%=y%+1:way$=CHR$225:ENDPROC
660 ENDPROC
670 :
680 DEFPROCjoystick
690 AX=ADVAL(1)DIV256
700 BX=ADVAL(2)DIV256
710 IF AX<100 AND area(x%+1,y%)<>1 THE
N x%=x%+1:way$=CHR$226:ENDPROC
720 IF AX>250 AND area(x%-1,y%)<>1 THE
N x%=x%-1:way$=CHR$227:ENDPROC
730 IF BX<100 AND area(x%,y%+1)<>1 THE
N y%=y%+1:way$=CHR$225:ENDPROC
740 IF BX>250 AND area(x%,y%-1)<>1 THE
N y%=y%-1:way$=CHR$224:ENDPROC
750 ENDPROC
760 :
770 DEFPROCdefine
780 done=FALSE
790 way$=CHR$226
800 sheet=1:key=TRUE
810 buggy=3:score=0
820 ENDPROC
830 :
840 DEFPROCmonsters
850 dir%=RND(4)
860 M%=RND(5)
870 gm%=mon(0,M%):gn%=mon(1,M%)

```



```

880 mon(0,M%)=mon(0,M%)+(dir%=1 AND ar
ea(gm%-1,gn%)<>1)-(dir%=2 AND area(gm%+1
,gn%)<>1)
890 mon(1,M%)=mon(1,M%)+(dir%=3 AND ar
ea(gm%,gn%-1)<>1)-(dir%=4 AND area(gm%,g
n%+1)<>1)
900 PRINTTAB(gm%,gn%);
910 IF area(gm%,gn%)=2 THEN VDU17,2,22
8 ELSE IF area(gm%,gn%)=3 THEN VDU17,1,2
29 ELSE VDU32
920 PROCcheck
930 VDU17,3,31,mon(0,M%),mon(1,M%),231
940 ENDPROC
950 :
960 DEFPROCseeker
970 p%=RND(10)
980 sx%=mon(0,6):sy%=mon(1,6)
990 IF p%<dif% THEN ENDPROC
1000 IF ABS(mon(0,6)-x%)>ABS(mon(1,6)-y
%) THEN PROCclateral ELSE PROCvertical
1010 PRINTTAB(sx%,sy%);
1020 IF area(sx%,sy%)=1 THEN VDU17,1,17
,231,230,17,128 ELSE IF area(sx%,sy%)=2
THEN VDU17,2,228 ELSE IF area(sx%,sy%)=3
THEN VDU17,1,229 ELSE VDU32
1030 VDU17,2,31,mon(0,6),mon(1,6),233
1040 IF mon(0,6)=x% AND mon(1,6)=y% THE
N dead=TRUE
1050 ENDPROC
1060 :
1070 DEFPROCclateral
1080 SOUND3,2,40,2
1090 mon(0,6)=mon(0,6)+SGN(x%-mon(0,6))
1100 ENDPROC
1110 :
1120 DEFPROCvertical
1130 SOUND3,2,50,2
1140 mon(1,6)=mon(1,6)+SGN(y%-mon(1,6))
1150 ENDPROC
1160 :
1170 DEFPROCdead
1180 buggy=buggy-1
1190 FOR sound=75 TO 55 STEP-1
1200 SOUND3,4,sound,1
1210 NEXT
1220 PROCwait(5000)
1230 IF npl=5 AND x%=18 THEN PROCnext
1240 ENDPROC
1250 :
1260 DEFPROCnext
1270 score=score+fuel
1280 COLOUR2:PRINTTAB(1,4)"SHEET ";shee
t-1;" COMPLETED"
1290 FOR sound=35 TO 75
1300 SOUND3,4,sound,1
1310 NEXT
1320 PROCwait(5000)
1330 GCOL0,0
1340 FOR CX=80 TO 0 STEP-1
1350 ?&FFE0=13: ?&FE01=CX
1360 SX=CX*16:MOVESX,0

```



```

1370 DRAWS%,1023:MOVES%+8,0
1380 DRAWS%+8,1023
1390 NEXT
1400 IF sheet=26 THEN PROCcomplete
1410 ENDPROC
1420 :
1430 DEFPROCwait(delay)
1440 FOR T=1 TO delay
1450 NEXT
1460 ENDPROC
1470 :
1480 DEFPROCcomplete
1490 COLOUR2
1500 PRINTTAB(2,8)"CONGRATULATIONS!"
1510 PRINTTAB(2,10)"SOMEHOW, YOU HAVE"
1520 PRINTTAB(2,12)"MANAGED TO REACH"
1530 PRINTTAB(2,14)"THE CENTRE OF THE"
1540 PRINTTAB(2,16)"MOON. NOW TRY AND"
1550 PRINTTAB(2,18)"DO IT AGAIN !  "
1560 PROCwait(10000)
1570 sheet=1:done=TRUE
1580 buggy=buggy+1
1590 ENDPROC
1600 :
1610 DEFPROCcoords
1620 FOR A=2 TO 17
1630 FOR B=7 TO 28
1640 area(A,B)=0
1650 NEXT,
1670 x%=1:y%=P+2
1680 IF NOT done THEN dif%=10.25-.25*sheet ELSE dif%=6
1690 IF sheet=20 THEN dif%=4
1700 IF dif%<5 THEN dif%=5
1710 next=FALSE:dead=FALSE
1720 over=FALSE:npl=0
1730 way%=CHR$226
1740 VDU17,2,31,x%,y%,226
1760 ENDPROC
1770 :
1780 DEFPROCscreen
1790 COLOUR1
1800 PRINTTAB(5,0)"MOON BUGGY"
1810 COLOUR3
1820 PRINTTAB(1,2)"SCORE";score;TAB(1,3)
"BUGGIES";buggy;TAB(11,2)"FUEL";fuel;TAB(11,3)"SHEET";sheet
1830 VDU17,1,17,131
1840 FORA=6 TO 28
1850 area(0,A)=1
1860 area(19,A)=1
1870 NEXT
1880 FOR A=1 TO 18
1890 VDU31,A,5,230,31,A,29,230
1900 area(A,5)=1:area(A,29)=1
1910 NEXT
1920 FOR B=5 TO 28
1930 VDU31,1,B,230,31,18,B,230
1940 area(1,B)=1:area(18,B)=1
1950 NEXT
1960 VDU17,128
1970 P=RND(18)+6:Q=RND(18)+6
1980 FOR C=P TO P+4
1990 FOR D=Q TO Q+4
2000 PRINTTAB(1,C)" ":area(1,C)=0
2010 PRINTTAB(18,D)" ":area(18,D)=0
2020 NEXT,
2030 ENDPROC
2040 :
2050 DEFPROCfill(X,Y,T,B,W)
2060 VDU31,X,Y,17,1,17,131
2070 FOR lateral=X TO X+W

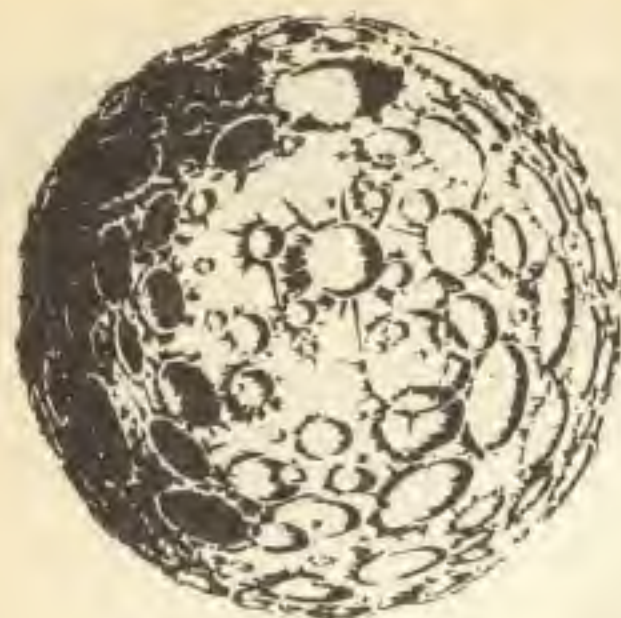
```

```

2080 FOR vertical=T TO B
2090 VDU31,lateral,vertical,230
2100 area(lateral,vertical)=1
2110 NEXT,
2120 ENDPROC
2130 :
2140 DEFPROCsheet
2150 noline=3220+20*sheet
2160 RESTOREnoline
2170 READ number
2180 line=3230+20*sheet
2190 RESTOREline
2200 FOR A=1 TO number
2210 READ xx,yy,tt,bb,ww
2220 PROCfill(xx,yy,tt,bb,ww)
2230 NEXT
2240 VDU17,128
2250 FOR cans=1 TO 5
2260 REPEAT
2270 xco=RND(16)+1:yco=RND(22)+6
2280 xcox=RND(16)+1:ycoy=RND(22)+6
2290 UNTIL area(xco,yco)=0 AND area(xco
x,ycoy)=0
2300 mon(0,cans)=xcox:mon(1,cans)=ycoy
2310 VDU17,2,31,xco,yco,228
2320 VDU17,3,31,xcox,ycoy,231
2330 area(xco,yco)=2
2340 NEXT
2350 mon(0,6)=17:mon(1,6)=6
2360 FOR fudr=1 TO 5
2370 REPEAT
2380 rx=RND(16)+1:ry=RND(22)+6
2390 UNTIL area(rx,ry)=0

```





```

2400 VDU17,1,31,rx,ry,229
2410 area(rx,ry)=3
2420 NEXT
2430 ENDPROC
2440 :
2450 DEFPROCtable
2460 PROCammend
2470 CLS
2480 PRINTTAB(7,1)CHR$141CHR$134"Roll o
f Honour."
2490 PRINTTAB(7,2)CHR$141CHR$134"Roll o
f Honour."''
2500 FOR R=0 TO 7
2510 VDU32,32,130,R+49,46:PRINTTAB(3)CH
R$135;sc(R)TAB(16);$(name+R*15)
2520 NEXT
2530 PRINTTAB(2,22)CHR$134"Do you wish
to save the roll (Y/N) ";
2540 REPEAT
2550 ans=INSTR("YyNn",GET$)
2560 UNTILans
2570 IF ans<3 THEN PROCsave
2580 PRINTTAB(2,22)CHR$134"Press the SP
ACE BAR to replay. ";TAB(33,22);
2590 REPEATUNTILGET=32
2600 ENDPROC
2610 :
2620 DEFPROCsave
2630 c=OPENOUT("ROLL")
2640 PRINT#c,7
2650 FOR S=0 TO 7
2660 PRINT#c,sc(S),$(name+S*15)
2670 NEXT
2680 CLOSE#c
2690 ENDPROC
2700 :
2710 DEFPROCload
2720 c=OPENUP("ROLL")
2730 IF c=0 PRINTTAB(4,22)"Hall of fame
file not present.":CLOSE#0:PROCwait(500
0):ENDPROC
2740 FOR K=0 TO 7
2750 sc(K)=0:$(name+K*15)=" "
2760 NEXT
2770 INPUT#c,K
2780 FOR I=0 TO 7
2790 INPUT#c,sc(I),$(name+I*15)
2800 NEXT
2810 CLOSE#c
2820 ENDPROC
2830 :
2840 DEFPROCammend
2850 IF score<=sc(7) THEN ENDPROC
2860 FOR I=7 TO 0 STEP-1
2870 IF score>sc(I) THEN sc(I+1)=sc(I):
$(name+(I+1)*15)=$(name+I*15):fix=I
2880 NEXTI
2890 sc(fix)=score
2900 PRINTTAB(10,2)CHR$134"WELL DONE !"
2910 PRINTTAB(3,5)"YOUR SCORE IS LARGE
ENOUGH"
2920 PRINTTAB(0,7)"TO QUALIFY FOR THE R

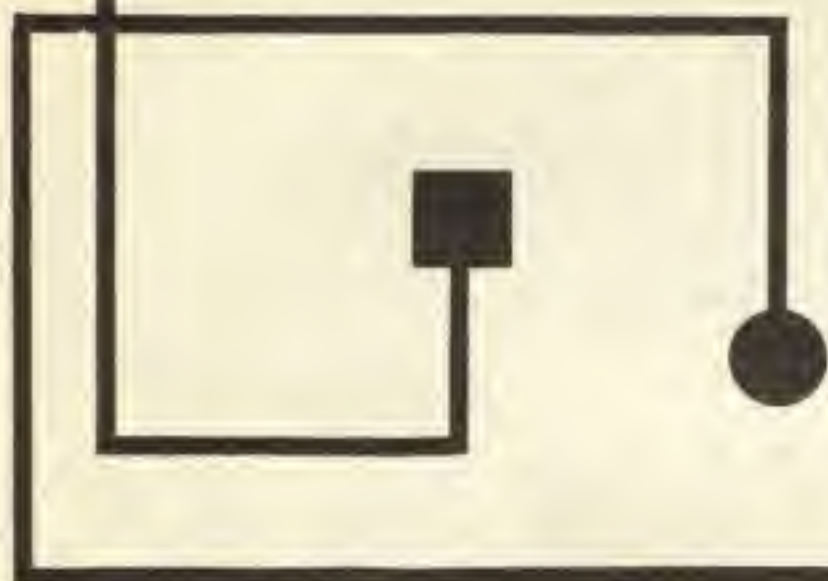
```

```

OLL OF HONOUR!"
2930 PRINTTAB(4,10)CHR$131"PLEASE ENTER
YOUR NAME"
2940 VDU31,5,12,132,157,135,31,26,12,15
6,31,9,12:*FX15,1
2950 !&900=name+fix*15
2960 ?&902=14
2970 ?&903=32
2980 ?&904=127
2990 X%=0:Y%=&9:A%=0
3000 ?&904=127:X%=0:Y%=&9:A%=0
3010 CALL&FFF1
3020 ENDPROC
3030 :
3040 DEFFNask
3050 PRINTTAB(0,5)CHR$134"Load A Roll o
f Honour ? ";
3060 REPEAT A=INSTR("YyNn",GET$)
3070 UNTIL A
3080 IF A<3 THEN =TRUE ELSE =FALSE
3090 :
3100 DEFPROCread
3110 DIM area(19,29),mon(1,6),sc(8),nam
e 150,col(25)
3111 RESTORE3211
3120 FOR fill=0 TO 7
3121 READ namen$
3130 $(name+fill*15)=namen$
3140 sc(fill)=2000-200*fill
3150 NEXT fill
3160 FOR C=1 TO 25
3170 READ N
3180 col(C)=N
3190 NEXT
3200 ENDPROC
3210 DATA 4,2,1,5,4,2,1,5,4,2,1,5,4,2,1
,5,4,2,1,5,4,2,1,5,4
3211 DATA Speedy Sidney,Bert the Bug,Un
heimlich Gut,Willie Worm,Mr. Horrid,Napp
y Pappy,Hideous Hid!,Charlie Chin
3220 :
3230 REM Data for screens.
3240 DATA 1
3250 DATA 1,5,5,5,0
3260 DATA 1
3270 DATA 4,13,13,21,11
3280 DATA 3
3290 DATA 7,15,15,19,5,7,8,8,11,5,7,23,
23,26,5
3300 DATA 2
3310 DATA 7,17,13,22,5,4,16,16,19,11
3320 DATA 4
3330 DATA 4,9,9,12,4,11,9,9,12,4,4,22,2
2,25,4,11,22,22,25,4
3340 DATA 4
3350 DATA 3,9,9,9,13,3,14,14,14,13,3,19
,19,19,13,3,24,24,24,13
3360 DATA 6
3370 DATA 4,8,8,26,0,15,8,8,26,0,8,14,1
4,20,0,11,14,14,20,0,5,17,17,17,2,12,17,
17,17,2
3380 DATA 9
3390 DATA 8,7,7,7,3,7,8,8,8,5,6,9,9,27,
7,5,10,10,10,9,5,24,24,24,9,4,8,8,12,0,1
5,8,8,12,0,15,22,22,26,0,4,22,22,26,0
3400 DATA 5
3410 DATA 4,11,11,14,3,12,11,11,14,3,8,
15,15,20,3,4,21,21,24,3,12,21,21,24,3
3420 DATA 9
3430 DATA 4,8,8,8,4,11,8,8,8,4,3,10,10,
16,0,3,18,18,24,0,16,10,10,16,0,16,18,18
,24,0,4,26,26,26,4,11,26,26,26,4,8,15,15

```


BBC 32K

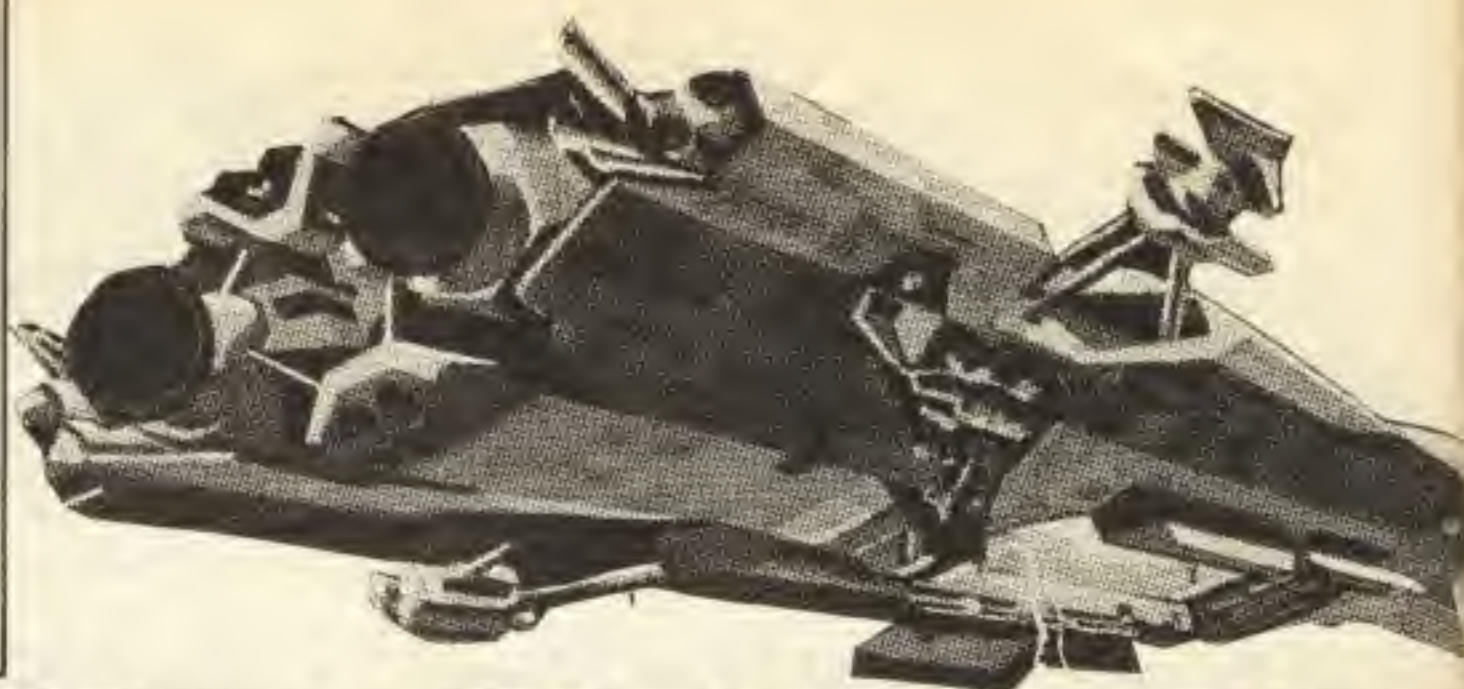


,19,3
3440 DATA 4
3450 DATA 4,10,10,10,11,4,10,10,24,0,15
10,10,24,0,9,11,11,15,1
3460 DATA 6
3470 DATA 4,10,10,10,11,4,24,24,24,11,4
11,11,16,0,15,11,11,16,0,4,18,18,23,0,1
5,18,18,23,0
3480 DATA 6



3490 DATA 4,10,10,10,11,4,24,24,24,11,4
11,11,16,0,15,11,11,16,0,4,18,18,23,0,1
5,18,18,23,0
3500 DATA 3
3510 DATA 4,10,10,10,11,4,10,10,24,0,15
10,10,24,0
3520 DATA 7
3530 DATA 4,10,10,10,7,6,17,17,17,9,4,2
4,24,24,11,11,10,10,16,0,4,12,12,23,0,15
18,18,19,0,15,21,21,23,0
3540 DATA 3
3550 DATA 4,10,10,23,0,15,10,10,23,0,4,
24,24,24,11
3560 DATA 5
3570 DATA 4,10,10,23,0,15,17,17,23,0,4,
24,24,24,11,4,10,10,10,11,12,17,17,17,3
3580 DATA 5
3590 DATA 4,10,10,23,0,15,17,17,23,0,4,
24,24,24,11,4,10,10,10,11,12,17,17,17,3
3600 DATA 4
3610 DATA 4,10,10,17,0,15,10,10,17,0,4,
17,17,17,11,9,18,18,24,1
3620 DATA 11
3630 DATA 8,9,9,9,2,7,10,10,10,4,6,11,1
1,12,6,5,13,13,14,8,4,15,15,17,10,4,19,1
9,21,10,5,22,22,23,8,6,24,24,24,6,7,25,2
5,25,4,9,26,26,26,0,10,27,27,27,4
3640 DATA 17
3650 DATA 4,9,9,17,1,8,8,8,8,3,9,8,8,11
1,13,8,8,8,2,15,9,9,16,0,15,18,18,25,0,
14,9,9,12,0,6,12,12,13,7,6,14,14,19,1,7,
25,25,25,6,4,8,8,8,2,8,17,17,21,0,9,18,1
8,22,0,10,19,19,23,0,11,20,20,24,0,12,21
21,23,1,14,23,23,24,0
3660 DATA 13
3670 DATA 3,8,8,16,0,3,18,18,26,0,5,10,
10,16,0,5,18,18,24,0,7,12,12,16,0,7,18,1
8,22,0,9,11,11,23,1,12,12,12,16,0,12,18,
18,22,0,14,10,10,16,0,16,8,8,16,0,14,18,
18,24,0,16,18,18,26,0
3680 DATA 8
3690 DATA 4,11,11,23,0,5,11,11,11,4,5,2
3,23,23,4,11,11,11,23,0,12,11,11,11,4,12
23,23,23,4,14,19,19,19,2,16,19,19,23,0
3700 DATA 9
3710 DATA 3,10,10,10,4,5,11,11,25,0,9,1
0,10,25,0,12,10,10,25,0,10,18,18,18,1,14
10,10,25,0,15,10,10,10,1,15,18,18,18,1,
15,25,25,25,1
3720 DATA 14
3730 DATA 3,10,10,10,2,3,18,18,18,2,3,2
5,25,25,2,3,10,10,25,0,7,10,10,25,0,10,1
0,10,25,0,12,10,10,25,0,8,10,10,10,1,13,
10,10,10,0,13,25,25,25,0,14,11,11,17,0,1
4,19,19,24,0,16,10,10,22,0,16,24,24,25,0
3740 :
3750 DEFPROCassemble
3760 osbyte=&FFF4
3770 FOR pass=0 TO 2 STEP2:PX=&B00
3780 IOPT pass
3790 .keys
3800 LDX#&EF:JSRsee:BEQon
3810 LDA#210:LDY#&00:LDX#&01:JMPosbyte
3820 .on
3830 LDX#&DE:JSRsee:BEQoff
3840 LDA#210:LDY#&00:LDX#&00:JMPosbyte
3850 .off RTS
3860 .see
3870 LDY#&FF:LDA#&81:JSRosbyte
3880 TXA:RTS
3890 JNEXT pass
3900 ENDPROC

3D



SPACE CHASE

By Nigel Sharp

Space Chase features full colour three dimensional graphics including moving stars and 3D space ships.

You are chasing a group of cargo ships that are known to be smuggling between various galaxies. It is your duty to destroy as many as you can.

The cargo ships (the saucers) are much slower than you, so you must shoot them quickly before you pass by.

To protect the slow cargo ships they have a group of fighters.

The fighters are faster than the freighters, though not as fast as your craft — so you have longer to sight them and shoot them, but the fighters have rear guns that can shoot you back, so be careful!

Your shield can take several hits, but watch out for collisions and running into the debris that is left over from the destroyed ships.

Notes

Type in lines 2420 onwards first, and check them, before typing in the rest of the program.

Errors will be reported in a non-standard manner as error line and number. The message associated with the number can be found in appendix VIII of the user manual.

```
100 REM *****
110 REM *
120 REM * 3D Space Chase *
130 REM *
140 REM * Written By *
150 REM * Nigel Sharp *
160 REM *
170 REM *****
180 ON ERROR GOTO 2420
190 ON BREAK GOSUB 2440
200 GOSUB 260 'Initialisation
210 GOSUB 490 'Instructions
220 GOSUB 770 'New game
230 GOSUB 2110 'Hiscorers
240 GOTO 210
250 REM Initialisation
260 RANDOMIZE TIME
270 RESTORE 250
280 FOR a=1 TO 10:READ shtyp(a):NEXT
290 FOR a=1 TO 3:READ ensh(a):NEXT
300 DATA 1,1,1,1,1,1,1,2,2,2
310 DATA 5,5,10
320 ENV 1,6,-1,3,9,-1,15:ENT -1,2,-8,1,2,12,1
330 ENV 2,10,-1,10:ENT -2,3,-1,1,3,1,1
340 FOR a=1 TO 3:READ shcol(a):NEXT
350 DATA 14,12,15
360 FOR a=1 TO 6:READ sp(a):NEXT
370 DATA 10,15,0,12,12,12
380 ENV 3,15,-1,1:ENT -3,1,25,1
390 FOR a=1 TO 3:READ sc(a):NEXT
400 DATA 1500,2500,0
```

```
410 ENV 4,3,1,2,3,-1,2:ENT -4,4,120,1,4,-120,1
420 ENT -5,10,-5,1,10,5,1
430 ENV 5,15,-1,50:ENT -6,5,-10,1,10,10,1
440 ENV 6,15,-1,8
450 DIM hi(15),hi$(15)
460 FOR a=1 TO 15:hi(a)=5000:hi$(a)="God knows who.":NEXT
470 RETURN
480 REM Instructions
490 PAPER 0:PEN 1:INK 0,0:INK 1,15:INK 2,11:INK 3,12
500 MODE 1
510 LOCATE 13,2:PRINT "3D SPACE CHASE"
520 LOCATE 12,3:PRINT "*****"
530 LOCATE 9,5:PEN 2:PRINT "Written By Nigel Sharp"
540 PEN 3:PRINT
```



AMSTRAD

550 PRINT " When the game starts, a sa
all enemy"
560 PRINT " ship will appear in the dista
nce, near"
570 PRINT " the centre of the screen. Use
the four"
580 PRINT " cursor keys to get him in you
r sights,"
590 PRINT " and then use the copy key to
fire. The"
600 PRINT " enemy must be hit several tim
es before"
610 PRINT " he is finally destroyed."
620 PRINT " There are two types of e
nemy: the"
630 PRINT " saucers move the slowest, and
are worth"
640 PRINT " 2500 points. The fighters ar
e faster,"
650 PRINT " they fire shots at you ,
and are"
660 PRINT " worth 1500 points. You also
score 10"
670 PRINT " points for hitting an enemy
(even if"

680 PRINT " not destroyed)."
690 PRINT " Your shields will protect
you from"
700 PRINT " a certain amount of enemy f
ire , and"
710 PRINT " collisions. Good Luck !!"
720 WHILE INKEY\$<>"":WEND
730 PAPER 1:PEN 0:LOCATE 13,25:PRINT "Pr
ess Any Key"
740 WHILE INKEY\$="":WEND
750 RETURN
760 REM New Game
770 GOSUB 1250
780 sh=100:sp=0:eg=0:shot=0
790 sc=0:sp=0:LOCATE 3,4:PRINT sc
800 REM New Enemy
810 sp=sp+1:xd=0:yd=0:xxdd=0:yydd=0
820 ze=500:shtyp=shtyp+(INT(RND(1)*10)+1)
830 xe=INT(RND(1)*50000)-25000
840 ye=INT(RND(1)*50000)-25000
850 INK 14,shcol(shtyp)
860 ensh=ensh(shtyp)
870 EVERY 7,1 GOSUB 1530
880 x=xe/ze:y=ye/ze:s=1000/ze:GOSUB 1570
890 ox=x:oy=y:oz=z
900 IF INKEY(8)>-1 OR (JOY(0) AND 4) THE
N xd=xd+5
910 IF INKEY(1)>-1 OR (JOY(0) AND 8) THE
N xd=xd-5

920 xxdd=xxdd+(RND(1)-0.5)*300:xd=xd-SGN
(xd):xe=xe+(xd*ze)+xxdd*(shtyp=2)
930 IF INKEY(2)>-1 OR (JOY(0) AND 2) THE
N yd=yd-5
940 IF INKEY(0)>-1 OR (JOY(0) AND 1) THE
N yd=yd+5
950 yydd=yydd+(RND(1)-0.5)*300:yd=yd-SGN
(yd):ye=ye+(yd*ze)+yydd*(shtyp=2)
960 ze=ze-sp*(shtyp)-sp:IF ze<1 THEN x=ox
/oz:y=oy/oz:s=1000/oz:GOSUB 1570:GOTO 10
50
970 x=ox/oz:y=oy/oz:s=1000/oz:GOSUB 1570
980 IF shtyp>3 THEN shtyp=shtyp+0.2:IF I
NT(shtyp)>=7 THEN 810
990 x=xe/ze:y=ye/ze:s=1000/ze:GOSUB 1570
1000 IF shot=1 THEN GOSUB 2040
1010 IF shtyp=1 AND INT(RND(1)*25)<sp AN
D shot=0 THEN GOSUB 1890:IF eg=1 THEN 80
TO 2070
1020 IF (INKEY(9)>-1 OR (JOY(0) AND 48)>
0) AND shtyp<4 THEN 1130
1030 GOTO 890
1040 REM Collision with enemy ?
1050 IF ox<-3200 OR ox>3200 OR oy<-2200
OR oy>2200 THEN 810
1060 IF shtyp>3 THEN sh=sh+20
1070 sh=sh-40:LOCATE 2,15:PEN 0:PRINT sh
:BOUND 129,1500,0,15,6,0,31:IF sh<=0 THE
N 2070
1080 FOR a=1 TO 25:INK 0,0:OUT &BC00,2:O
UT &BD00,INT(RND(1)*4)+45
1090 INK 0,a:FOR b=1 TO 5:NEXT:NEXT:OUT
&BC00,2:OUT &BD00,47




```

1100 INK 0,0
1110 GOTO 810
1120 REM Player fires shot
1130 IF x<-3200 AND x<3200 AND y<-2200 AND y<2200 THEN hit=1 ELSE hit=0
1140 SOUND 129,50,0,15,1,1:SOUND 130,0,5
0:IF hit=1 THEN SOUND 2,20,0,10,2,2
1150 FOR a=26 TO 0 STEP -1:FOR b=1 TO 10
:NEXT:INK 12,a:NEXT
1160 IF hit=0 THEN 890
1170 FOR a=32 TO 1 STEP -1:INK 14,a MOD
(a/2):FOR b=1 TO 5:NEXT b,a:INK 14,shcol
(shtyp)
1180 sc=sc+10:LOCATE 4-INT(LEN(STR$(sc))
/2),4:PEN 0:PRINT sc
1190 ensh=enah-1:IF ensh>0 THEN 890
1200 SOUND 2,0,0,15,1,0,3:sc=sc+sc(shty
p):LOCATE 4-INT(LEN(STR$(sc))/2),4:PEN 0
:PRINT sc
1210 x=x/z:y=y/z:z=1000/z:GOSUB 157
0
1220 shtyp=4:GOSUB 1570
1230 GOTO 890
1240 REM Print screen
1250 MODE 0:PRINT CHR$(23)CHR$(0);
1260 FOR a=0 TO 15:INK a,a:NEXT
1270 ORIGIN 200,200
1280 FOR a=1 TO 15
1290 x=INT(RND(1)*10000)-5000
1300 y=INT(RND(1)*10000)-5000
1310 col=INT(RND(1)*10)+1
1320 FOR z=25 TO 1 STEP -1
1330 IF x/z>200 OR x/z<-200 OR y/z>200 OR
y/z<-200 THEN 1360
1340 PLOT x/z,y/z,col:col=col+1:IF col>1
0 THEN col=1
1350 NEXT
1360 FOR z=0 TO 0:NEXT
1370 NEXT a:FOR a=1 TO 10:INK a,0:NEXT
1380 ORIGIN 200,200:WINDOW 14,20,1,25
1390 PAPER 11:CLS:INK 11,24:INK 12,11:IN
K 13,15:INK 14,3:INK 15,13
1400 PEN 0:PRINT:PRINT " SCORE"
1410 PRINT:PRINT:PRINT:PRINT
1420 PRINT " HIGH- SCORE"
1430 LOCATE 4-INT(LEN(STR$(hi(1)))/2),10
:PRINT hi(1):PRINT
1440 PRINT "SHIELD"
1450 PRINT:PRINT " 100"
1460 FOR a=200 TO 216 STEP 2:PLOT a,200,
11:DRAW 0,-400:NEXT
1470 PRINT CHR$(23)CHR$(0);:INK 12,0
1480 FOR a=10 TO 0 STEP -2
1490 PLOT -190-a,-200,12:DRAW 0,0:PLOT 1
90+a,-200,12:DRAW 0,0:NEXT
1500 PLOT -10,10,13:DRAW -10,10:DRAW 4
0,0:DRAW -10,-10:PLOT -10,-10:DRAW -10
,-10:DRAW 40,0:DRAW -10,10
1510 PLOT 0,-20:DRAW 0,-10:PLOT 0,20:DR
AW 0,10
1520 REM move out stars
1530 col=col+1:IF col>10 THEN col=1:INK
10,0

```

```

1540 INK col-1,0:INK col,26
1550 RETURN
1560 REM Draw enemy ship
1570 IF x<-10000 OR x>10000 OR y<-10000
OR y>10000 THEN RETURN
1580 ORIGIN x+200,y+200,0,400,0,400
1590 s2=s+2:s3=s+3:s4=s+4:s5=s+5:s6=s+6
1600 PRINT CHR$(23)+CHR$(1);
1610 shcol=15
1620 ON INT(shtyp) GOTO 1640,1690,1870,1
730,1770,1820
1630 REM Ship 1 (Fighter)
1640 MOVE -s2,s2:DRAW -s,-s,14:DRAW 0,
-s2:DRAW s,-s
1650 MOVE -s3,0:DRAW s,0:DRAW s,s:DRAW
R s2,0:DRAW s,-s
1660 DRAW s,0:MOVE -s2,0:DRAW s,-s:DRA
WR s2,0:DRAW s,s
1670 MOVE s2,s2:DRAW s,-s:DRAW 0,-s2:D
RAW -s,-s:GOTO 1870
1680 REM Ship 2 (Saucer)
1690 MOVE -s3,0:DRAW s,s,14:DRAW s4,0:
DRAW s,-s:DRAW -s6,0
1700 DRAW 0,-s:DRAW s2,-s:DRAW s2,0:D
RAW s2,s:DRAW 0,s
1710 MOVE -s,s:DRAW 0,s:DRAW s2,0:DR
AW 0,-s:GOTO 1870
1720 REM Explosion frame 1
1730 MOVE 0,0:DRAW s,-s,14:DRAW -s,s2:
DRAW s,-s2:DRAW -s,s
1740 MOVE 0,s:DRAW s2,-s2:DRAW -s,-s:D
RAW -s,s3:MOVE -s,0
1750 DRAW 0,-s:DRAW -s,0:DRAW s,s:BOT
D 1870
1760 REM Explosion frame 2
1770 MOVE 0,0:DRAW -s3,s2,14:DRAW 0,s:
DRAW s3,-s3
1780 MOVE 0,s2:DRAW s2,-s:DRAW s,s2:DR
AW -s3,-s
1790 MOVE -s,-s:DRAW -s,s:DRAW -s2,-s3
:DRAW s3,s2
1800 MOVE 0,-s:DRAW s,-s:DRAW s2,0:DRA
WR -s2,s2:DRAW -s,-s:GOTO 1870
1810 REM Explosion frame 3
1820 MOVE -s2,s:DRAW -s4,s5,14:DRAW 0,
-s:DRAW s4,-s4
1830 MOVE s3,s:DRAW -s,s2:DRAW s5,0:DR
AW -s4,-s2
1840 MOVE -s2,-s:DRAW -s,0:DRAW -s,-s4
:DRAW s2,s4
1850 MOVE 0,-s:DRAW s2,0:DRAW 0,-s2
1860 DRAW -s,-s:DRAW -s,s3
1870 RETURN
1880 REM Enemy fighter fires shot
1890 IF x<-10000 OR x>10000 OR y<-10000
OR y>10000 THEN RETURN
1900 xs=INT(RND(1)*100)-50:ys=INT(RND(1)
*100)-50
1910 xs=xs*(z/100):ys=ys*(z/100):PRINT
CHR$(23)CHR$(1);
1920 xs=xs/(MAX(ABS(xs),ABS(ys))/250)
1930 ys=ys/(MAX(ABS(xs),ABS(ys))/250)
1940 ORIGIN 200,200:PLOT xs-25,ys,11:DRA

```

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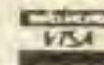
W x,y-s:DRAW xs+25,ys
1950 shot=1:SOUND 130,100,0,15,3,3
1960 oxx=x:oyy=y:oss=s
1970 IF ABS(xs)>200 OR ABS(ys)>200 THEN
2010
1980 sh=sh-10:LOCATE 2,15:PEN 0:PRINT sh
1990 SOUND 132,250,0,15,1,5:FOR a=1 TO 2
5 STEP 0.2
2000 INK 0,0:INK 0,25-a:NEXT:INK 0,0
2010 IF sh<=0 THEN eg=1
2020 RETURN
2030 REM Delete enemy's shot
2040 ORIGIN 200,200:PRINT CHR$(23)CHR$(1
);
2050 PLOT xs-25,ys,11:DRAW oxx,oyy-oss:D
RAW xs+25,ys:shot=0:RETURN
2060 REM end of game
2070 SOUND 135,50,0,15,5,6,31
2080 FOR a=27 TO 0 STEP -0.25:FOR b=a TO
0 STEP -1:INK 0,b:BORDER b:NEXT b,a
2090 RETURN
2100 REM Hiscores
2110 eg=REMAIN (1)
2120 IF hi(15)>sc THEN wfc=1:GOTO 2180
2130 hi(15)=sc:hi$(15)="" :place=15
2140 FOR a=15 TO 2 STEP -1
2150 IF hi(a-1)<hi(a) THEN hi=hi(a):hi$
hi$(a):hi(a)=hi(a-1):hi$(a)=hi$(a-1):hi(
a-1)=hi:hi$(a-1)=hi$:pl=a-1
2160 NEXT:wfc=0
2170 GOSUB 2180:LOCATE 13,pl+8:PAPER 2:P
EN 0:INPUT hi$(pl):wfc=1
2180 PAPER 2:MODE 1:CLS
2190 INK 0,0:INK 1,6:INK 2,11:INK 3,24
2200 LOCATE 12,2:PEN 3
2210 PRINT "*****"
2220 LOCATE 12,3
2230 PRINT "+ 3D Space Chase +"
2240 LOCATE 12,4
2250 PRINT "*****"
2260 LOCATE 17,6:PEN 0
2270 PRINT "HISCORES"
2280 LOCATE 16,7
2290 PRINT "*****"
2300 PEN 3:LOCATE 1,9
2310 FOR a=1 TO 15
2320 IF a<10 THEN PRINT " ";
2330 PRINT a;CHR$(8);" ";hi(a);:IF hi(a
)<100 THEN PRINT " ";
2340 LOCATE 13,VPOS(80):PRINT hi$(a)
2350 NEXT a
2360 LOCATE 13,25:PAPER 0:PEN 1
2370 PRINT "Press Any Key";
2380 IF wfc=0 THEN LOCATE 13,25:PRINT "
Enter Name ";
2390 WHILE INKEY$<>"":WEND
2400 IF INKEY$="" AND wfc=1 THEN 2400
2410 RETURN
2420 MODE 1:PAPER 0:PEN 1:INK 0,0:INK 1,
23
2430 PRINT "Error"ERR"in line"ERL:END
2440 MODE 1:PAPER 0:PEN 1:INK 0,0:INK 1,
23:END

```




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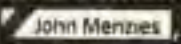
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